

WHERE DOES IT COME FROM?

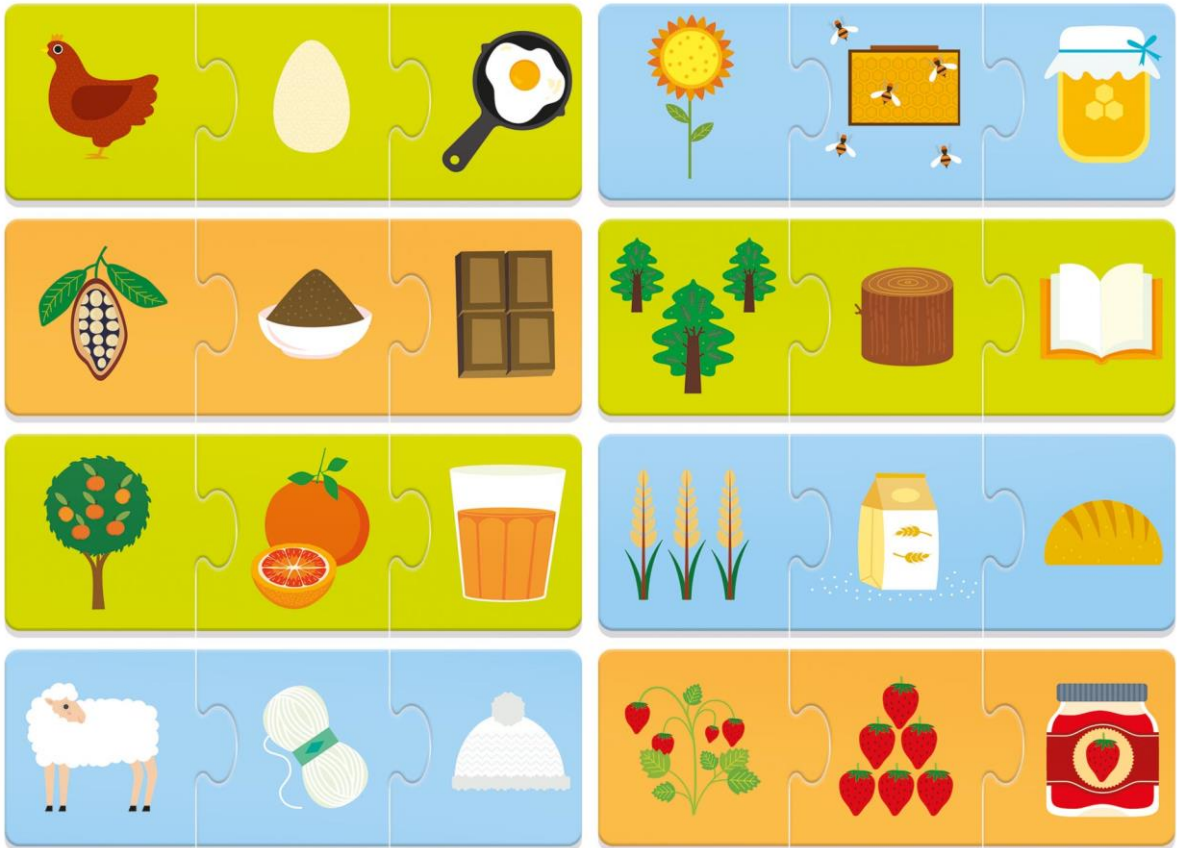
The game contains 9 three-piece mini jigsaw puzzles, each representing an association. The primary intelligence involved is the naturalistic one: through this activity, children learn to recognise natural elements and their potential transformations. The logical-mathematical intelligence is also involved: children understand how it is possible to obtain an item through a series of actions.

How to play

Before starting the game, it is essential to prepare the environment in order to encourage the child's attention. The location should be a calm, managed space, without any items extraneous to the play activity.



The game consists of reconstructing sequences by ordering the elements and their transformation. For example: where does bread come from? You start with the first tile (the ear of wheat) before then connecting the associated elements in sequence, i.e. flour and then bread! The adult can help the child by providing the first tile: they pick up the ear of wheat and say: "Let's see where bread comes from!" Then proceed by picking up the second (flour) tile and asking the child to put the sequence together.



Further Information and Tips

The game meets children's need to acquire new knowledge by providing answers to some items of curiosity, a typical characteristic of the age range from four to six. Curiosity is a fundamental driver of growth which strengthens all learning. Anything which creates curiosity in children makes them ask questions to get to the origin of things.

