

My first Words

Twelve puzzles are studied for teaching children from age 3 to 6 years to associate the letters for assembling simple words of 2 and 3 syllables, such as cat, dog, lion, and many others. The self-corrective inserts enable children to control on their own the correctness of their own choices and to cope with the game on their own. Thanks to the several versions of the game proposed here as follows, they can also play in the company of friends or family members.



I/ Assemble the puzzles

After having arranged the cards on a game board, children can assemble the puzzles of twelve lovable animals and make them animated by adding the adhesive eyes provided. With each card, children will discover which letters make up the illustrated word. During this phase, it is important to leave the child sufficient time to make the right associations: only subsequently will it be suitable for a parent or a teacher to intervene by asking him or her to recognise the animals, in the form of answers to questions such as: "Which is the zebra?" "Where is the deer?" "And the cat?". It is best, on the adult's part, to pronounce the words clearly by dividing them into syllables.



2/ Play with words

Arrange the completed puzzle and have the children reflect on the words by proposing to them some enjoyable activities:

- pronounce only the first sound of the word: for example, “M”. Ask the child to indicate the figure whose name begins with this sound. At the beginning it is important to utilise the initial letter of “long” words (S,M,L,V), which are easier to separate from the vowel. If the child has difficulty, the reproduction of the individual phoneme can be alternated with the syllable (e.g. MU). Subsequently, the passage to “short sounds” (e.g. T,P,C,G) can be made.
- ask the child to find out which words end in “o”, “e” or “a”.
- choose 2 words of different lengths, for example cat, lion, and ask which word is longer.

Subsequently, check these together by counting the individual cards that make up the words chosen.

3/ Challenge your friends

From 2 to 4 players

Arrange the completed puzzles on a game board. The parent or teacher asks the children to indicate for example the animal whose name begins with a G. There is only one possibility for each player to choose, and then the letter changes and there is a return to the wrong initial letter when the puzzles diminish in number. Whoever is the first player to indicate the correct puzzle wins it. The overall winner is the one who wins the most puzzles.

4/ Find the missing letter

After having arranged the completed puzzles on a game board, remove for each of these one card, which can be the first, last or middle letter. Mix up the cards and invite the child to find the missing letter by completing the puzzle. In the case of difficulty, present one puzzle at a time to the child.

The parent or teacher must not take the child's place, but should leave the said child all the time necessary for making the correct association without being pressured or distracted.

