



ASSOCIATION

“Working vehicles”

Ref. 20580



WORKING VEHICLES

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CONTENTS:

A game comprising 6 vehicle cards, 6 situation cards, 24 object cards and 1 dice.

RECOMMENDED AGES:

From 3 to 6 years.

EDUCATIONAL OBJECTIVES:

A GAME OF ASSOCIATION that allows children to establish relationships between objects and put them in groups of the same category. This game works on the following aspects of children's development:

- **Observation** by looking for the characteristics of the objects and their functions.
- **Logical thinking:** by associating the objects with their corresponding vehicle/profession.
- **Oral language** in various aspects: acquiring a vocabulary, describing objects in terms of their use and their characteristics.
- **Visual-motor coordination** from handling the cards.
- **Learning a second or third language** at an oral level.

METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

It's an **ASSOCIATION game** which consists of relating **6 vehicles** from different professions with **4 elements** typical of each profession. **Up to 6 PLAYERS** can play the game at the same time.

<u>VEHICLE</u>	<u>OBJECTS AND PEOPLE</u>
Ambulance:	Nurse, stethoscope, first-aid kit, medical instruments.
Cement mixer:	Builder's helmet, bricks, barrow and shovel, pail full of sand.
Fishing boat:.....	Anchor, bucket and fishing net, life-belt, rudder.
Police bike:.....	Policeman, plaque and whistle, police helmet, handcuffs.
Fire engine:.....	Fireman's jacket, fire extinguisher, helmet, hose.
Tractor:.....	Basket of vegetables, pruning shears, hay bale, trailer.

The cards have a **SELF-CORRECTING SYSTEM ON THE BACK:** this consists of a **geometrical figure** which is common to all the objects that relate to the same vehicle. We recommend



explaining how the self-correcting system works to players before using the material.

- 1st Put all the cards face-up in the middle of the table and each player chooses a vehicle.
- 2nd Put the vehicle in the relevant **setting**: the **road**, the **countryside** or the **sea**.
- 3rd Each player should then fit the cards relating to his/her vehicle in the squares.
- 4th Finally, check on the back of the cards that the associations are correct.

Method of play with the dice

1. Place the 6 vehicles with their respective situation cards face up at the center of the table and distribute the other object cards among the players.
2. In turns, each player rolls the dice and, depending on the vehicle on the dice, the player has to find between his cards the card that corresponds with the vehicle that is left on the dice. If there is no vehicle-related item on the dice, the turn is passed to the next player.
3. The winner is the player who runs out of cards first.

Cooperative version:

1. Place the vehicles (with their respective situation cards) on their back in the centre of the table, and also place the objects.
2. In turns, each player rolls the dice and, depending on the vehicle on the dice, searches for an object card related to that vehicle and places it where it belongs. If there are no more object cards related with the vehicle that indicate the die, the turn is over.
3. The game ends when all the vehicles have been completed.

ACTIVITIES:

1. ASSOCIATION

1. With the cards laid out on the table and the vehicles and platforms distributed among the players, each player fits his/her vehicle into its platform and selects a card to attach to one of the squares under the vehicle.
2. Once all four cards relating to the vehicle have been attached, you can check to see if they are correct by using the self-correcting system on the back of each card.
3. If any of the cards does not match its vehicle, put it back on the table and select another one.

2. MEMORY

1. Using a card depicting an object, the player should:
 - Name the object.



- Describe it, taking various aspects into account:
 - The vehicle with which it is associated, and its use or relationship with it.
 - Physical characteristics (shape, colour, size), material and elements from which it is made.
- 2. With the cards of all the objects fixed to the relevant squares, the player should explain the relationship between each of them and its vehicle.

