



3-D Creations

522234

Teaching Domains

Mathematics - Geometry -
Spatial Orientation

Age Group

5-6 years

Contents

- 24 plastic cards including 20 instruction cards (in ascending difficulty) and 4 blank cards
- 40 building blocks
- 1 plastic mirror
- wooden box

Main Objective

Build: Reproducing spatial constructions.

Additional Objectives

Mathematics: Learn to work from 2D to 3D.

Motor skills: Learn to manipulate objects with hands and fingers.

Social skills: Learn to work together.

Additional Activities

- Simplify the game by letting the children freely build with the blocks on the blank cards.
- Make up your own construction. Make a picture or draw a copy of the building and let another child recreate the construction.
- Build a number of constructions from the instruction cards. Place all instruction cards in a pile next to the constructions and let another child state which card belongs to which building.

Group activity

- Divide the class into small groups and let each group recreate a building. Place the buildings in the centre of the circle so that a small village appears. Discuss the construction. Play with dolls, cars and animals alternately in the self-built village.

Main Observation

- Can the child copy a construction from a self chosen card from the difficult level?

Additional Observations

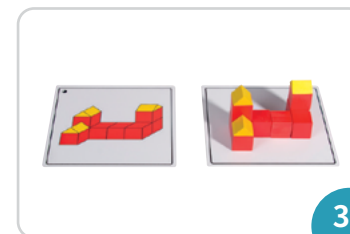
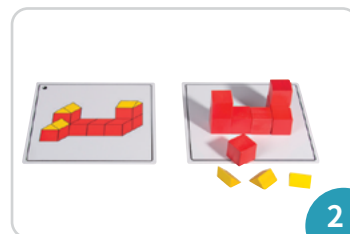
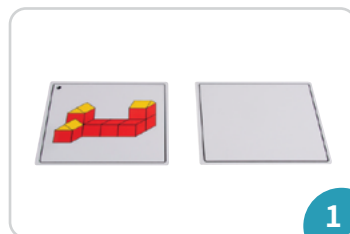
- Can the child build a construction by looking in the mirror?
- Can the child build the constructions in a smooth and flexible way?
- Can the child use his creativity to think up new constructions by himself?
- Can the child work together?

Basic Instruction

Step 1: Take an instruction card. Put a blank card next to it.

Step 2: Find the right building blocks. On the blank card, build the same picture that appears on the instruction card.

Step 3: Check if you have correctly reconstructed the example.



Expanding the Game

The symbol on the top left of the card shows the difficulty level. In order to make the game more difficult, use the cards with the black dots.

Make the game more difficult by building with a mirror image. Place the mirror next to an instruction card and build the construction by only looking in the mirror.