

Age Group 3-4 **5-6**

Insert Mosaic 10mm

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Content

1 wooden box, 2 grids, 10 plastic instruction cards, ± 400 pins (10 mm each)

Main Objective

Fine motor skills 2: Using the pincer grasp

Additional Objectives

Mathematical skills: Learning to identify and name the basic colors.

Language skills: Learning to create a complete picture by putting small parts together.



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Additional Activities

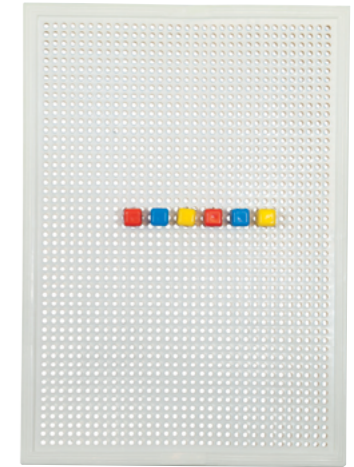
- Simplify the game by letting the children experiment freely with the pins.
- Ask the children to create a row of pins on the board, i.e.: red, blue, yellow, red, blue, yellow.
- Ask the children to create numbers, letters and other characters on the grid using the pins.

Circle time

One child puts a set of four pins in a grid and describes them (red-red-yellow-green). Then he/she puts a cloth over it. Who can remember and repeat the series? Make this more difficult by also describing the shape (round, square). The shorter the time period between the describing and repeating the sequence, the easier the task.

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Insert Mosaic

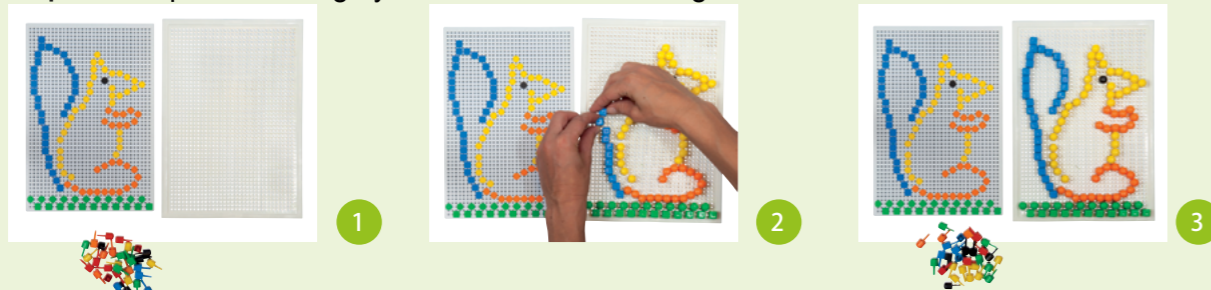
Copy the example cards and create beautiful pictures.

Basic Instruction

Step 1: Choose an instruction card and place it next to the grid.

Step 2: Check the pattern on the instruction card. Insert the appropriate pins in the grid. Pick up the pins using your index finger and thumb. This will help your pen grip later in life.

Step 3: Compare the image you created with the image on the instruction card.



Expanding the Game

Can you use both your left hand and right hand to place the pins into the grid?

Main Observation

Can the child place the pins in the grid, by using the pincer grasp?

Additional Observations

Can the child identify and name the basic colors of the pins?

Can the child think up of own designs in a creative way?

Can the child stay focused during the game?

Is the child patient enough to finish the task?