



MATHS

# “Before and after”

Ref. 20540



# BEFORE AND AFTER

Ref. 20540



## CONTENTS:

The game comprises **90 photographs** divided into **30 series of before-during-after situations**. Each series is made up of 3 photographs. The game is organised around **10 long central master-cards**. Each master-card forms the centre of a series of 3 which the child has to complete on both sides with the correct photo cards.

## RECOMMENDED AGES:

From 3 to 8 years.

## PSYCHO-PEDAGOGICAL CHARACTERISTICS

The educational content of this material is based on the LOGICAL and SEQUENTIAL ASSOCIATION between each of the series of 3 photographs. The objects, people and situations represented in the photos are easy for the child to identify and name and also determine what they do/are for. The series recreate situations and experiences from everyday life which are familiar to the child's environment and enable the child to become aware of the FUNCTIONAL RELATIONSHIP that unites them. It is also an excellent means of DEVELOPING LANGUAGE and using the VERBS that correspond to the actions represented in the photographs.

The "before-during-after" association develops an internal mental process that enables the child to establish a sequential relationship in time and discover the logical and temporal order in which things happen (SPATIAL-TEMPORAL REASONING).

## EDUCATIONAL OBJECTIVES:

- Incorporation and development of basic vocabulary.
- Encouraging logical thought processes and spatial-temporal reasoning.
- Acquisition of the ability to relate objects functionally.
- Interiorisation of the sequential order of things.
- Introduction to using abstract thought (acts as a basis for establishing mental associations and taking the first steps from concrete thought to abstract thought).
- Development of a capacity for observation, whether of the objects themselves or their characteristics and functions.
- Learning to form suppositions and explanations for possible relationships between objects.
- Improving psychomotor coordination by handling the cards and putting them



together correctly.

## METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

- The game has a SELF-CORRECTING system of five coloured bands. This allows the child to freely handle the cards and self-correct to see if he/she has completed the task properly.
- We recommend distributing the 10 long master cards between the children (with a maximum of 10 children at any one time). Note that 5 of the 10 master cards have a green border and the other 5 have a blue border. This is so you can separate the cards into two groups and play simultaneously on two tables.
- The long master card is the central card and has 3 series associated with it. Based on each of the photographs on the master card, the child should look for photographs that have a logical association with them to place on each side of the master-card photos in sequential order. This system of play enables the child to establish the order in which actions take place in a logical manner: before, during (master card) and after.
- Once the master cards have been distributed, we recommend completing one of the series by way of example to help the children to understand how the game works.

