

EDUCATIONAL GAMES / EARLY CHILDHOOD EQUIPMENT

See also the relevant sections for games in a particular subject area, eg. the MATHEMATICS section for maths games.

12 TRAFFIC SIGNS

Set of wooden road signs.

3 SIGNS - CHILDREN CROSSING : GIVE WAY : TRAFFIC LIGHTS

Wooden road signs 60cm tall.

ALPHABUG SOUP WORD GAME

A spelling game with multiple levels and variations of play. Early readers build letter recognition and vocabulary skills as they name words beginning with selected letters. Advanced players list and spell as many words as possible in the allotted time. 2-4 players.

ANIMAL SHAPES

Multi coloured, plastic animal shapes.

ANIMALS

FARM

Small plastic animals.

APPLES IN TREES

A jigsaw counting game.

ASMECA

Strong plastic pieces which bolt together to make large rigid models.

AUNTY PASTA'S FRACTION GAME

A board game that introduces children to fractions while they piece together a pizza. For ages 6 and up.

BABY ANIMAL DOMINOES

28 look and match photo dominoes. Instructions included.

BABY TAP-A-TUNE PIANO

Four easy to press keys provide pure musical notes to go up and down the scale. The piano has smooth, gently rounded corners and rests on four sturdy feet.

BALANCE BOARD

Circular balancing board.

BATTLESHIP

The Classic Naval Combat Game. Ages 7 and up.

BAUERNFAMILLE

22 wooden farmyard shapes.

BAUFIX

Numerous construction possibilities are attainable with this set.

BEAR BOX GIRL

BEAR BOX BOY

Featuring 6 different interchangeable facial expressions and clothing items.

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BEAR VARIATIONS

18 wooden shapes to make up 6 bears. Match the colours or mix the pieces to create an entirely different look bear each time. Use as a puzzle, a memory game or make up your own game.

BIG STRIKE BOWLING

Six bowling pins plus a junior sized bowling ball with easy-insert finger holes.

BINGO BEARS

Two games in one - number bingo or colour bingo - with the Three Bear Family counters. Format allows children to create game cards and play at various levels. Reinforces number, colour and size concepts. K-2.

BODY PARTS

A set of 32 textless picture cards - clear, simple photographs of specific body parts – to stimulate body awareness and introduce basic health and hygiene. Teacher's notes included. Located in the Early Childhood section of the Centre.

BODY PUZZLE

3 layer jigsaw, 38 pieces. One layer features the skeleton, one the body organs and the third a clothed figure.

BOGGLE

Word game for 2-6 players. Age 8 to adult.

BRICKS

110 bricks. Construction.

BRUSH BLOCKS

Construction set containing a series of various size plastic pieces, including wheels.

BULLDOZER

Wooden jigsaw with 13 pieces.

CAR CARRIER

Train with two carriages, holding to vehicles. (Magnetic) 5 pieces.

CAR YARD GAME

A game to help develop fine motor coordination and visual perception skills. Players must be able to pair the colour and the front and back sections of their cars enabling them to put them in their 'garages'. The winner is the first to have six matching cars in their garage.

CASH AND CARRY

A game designed to give children practical experience in the recognition and handling of coins up to the value of \$1.

CLEVER STICKS

Bright plastic sticks, which may be joined end to end or anywhere along their length, provide endless construction possibilities.

CLEVER STICKS AND SHAPES

Snap fit connections and five new shapes in this creative construction set for K-3.

CLICK

EDUCATIONAL GAMES

Construction kit (plastic rods plus joints) allowing for endless construction possibilities based on three basic shapes – squares, rectangles, triangles – in two or three dimensions.

CLUEDO

Whodunit? Classic Detective Game. Ages 8 to Adult.

COG LABYRINTH

A stimulating and instructive toy with movable cog-wheels in bright colours.

COLOR BEAR

Pegboard shape and colour sorter. 20 wooden blocks – 4 shapes, 4 colours for colour and shape recognition and hand eye coordination. There are 8 different facial expressions so that the bear changes expression as pieces are stacked on the board.

COLORAMA

This popular game provides an enjoyable introduction to colours and shapes.

COLORBOOK

This felt book with detachable pieces will provide many colour identification and matching games.

COMBICLOWN

A memory enhancing game in which children build up hilarious clowns which are different each time. For 2 or more players, age 4+.

COMPOUND WORDS

428.1 COM

What do you get when you combine a 'dragon' with a 'fly' or a 'star' with a fish'? A compound word! This delightful deck has 26 illustrated pairs of individual words and their matching compound words.

CONNECT FOUR

The vertical four-in-a-row checkers game. Ages 7 and up.

CONTRACTIONS

421.1 CON

Your students won't want to stop playing with these amusing cards as they learn how to shorten two words into one word.

COULEURS AND SILHOUETTES

A lotto game for individuals or groups. Colour and shape recognition for young children.

CONSTRUCT-O-STRAWS

Plastic straws plus connecting pieces enable a variety of constructions to be formed.

CROSS CHESS

A shorter chess game suitable for ages 6+. This set can also be used for conventional chess.

DACTA 9163 - DUPLO AIRPORT

DACTA 9162 - DUPLO BOATS

Early childhood construction kits complete with activity cards.

DENTAL SET

Dental surgery complete with dental staff, equipment and patients. This set contains very small parts and adult supervision is necessary when used with young children.

DINO MATH TRACKS

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This colourful board game uses plastic dinosaur playing pieces. It features three separated sets of playing rules and game variations to meet the needs and interests of a broad range of children. The game focuses on attention on place value and problem solving strategies. Years 1-4.

DINOSAUR DOMINOES

Match the dinosaurs. Instructions are included for two variations of play.

DUPLO

Interlocking plastic pieces - a variety of kits including Vehicles, Community Workers, Wild Animal Park, House, Farm, Home environment set, Boats, Police station, Fire and rescue, Medical Centre, dinosaurs, basic tubes.

DUPLO TOOLO

Build a crane, a dump truck, a tow truck etc. A great way to develop manipulative skills and introduce technological concepts.

EMERGENCY SERVICES PUZZLES

4 puzzles each with 14 pieces. Ambulance, Fire, Lifeboat, Police.

ENSALADA DE MEMORIA

(Vegetable Pairs)

Memory game for ages 4-8.

ERIC CARLE'S THE VERY HUNGRY CATERPILLAR GAME

A matching game to help develop colour recognition and matching skills as well as social skills such as taking turns, following rules and sharing.

FAMILY FIGURES

24 laminated card figures depicting four family groups from a variety of cultures.

FARM ANIMALS

This large wall hanging depicting a farm scene includes 16 detachable felt animals, etc.

FARM TEMPLATES

8 versatile templates for ages 4-8.

FAST CARD

For 2-4 players, ages 5 and up. An entertaining game that combines visual perception with fast response.

FELTBOARD SETS

The Centre holds several feltboard sets, including Fruit; Vegetables; Body Parts; and a number of sets based on popular fairy tales.

FLEX-O-PLAY

A creative construction set with soft flexible plastic components which are virtually indestructible.

FOOD FUN

Magnetic placemat plus 34 magnetic pieces illustrating foods from the five food groups. Includes teacher's notes with activity suggestions.

FRIENDLY FARM PLAYMAT & ACTIVITY SET

The double sided play-mat and plastic mother and baby animal counters in this set can be used for a variety of games to aid colour recognition, counting, sorting and more. K-1

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FRUIT

20 realistic plastic fruit.

FUN FISH COUNTERS

5 each of 12 different fish, games notes included.

FUN NUMBERS

Number matching and dice game for 2-6 players, ages 4-8. Several variations of games can be played according to ability level. Useful to introduce the concepts of quantity, and progress to games that sharpen adding and subtraction skills.

GAMESTERS' HANDBOOK

GAMESTERS' HANDBOOK TWO

GAMESTERS' HANDBOOK 3

Brandes, D.

793 BRA

Three volumes of games for developing self-awareness, confidence, assertiveness, decision making skills, trust and just for fun. Each book is packed with purposeful, constructive games that can be used both in and out of classroom situations and adapted to many areas of the curriculum. Volume one is arranged according to type of game, eg. basic strategies, social development, personal development, concentrative development, etc., while volume three has been expanded to offer an explanation of the intention and purpose behind the games, and advice as to the most beneficial ways to use them.

GARDENER

A 18 piece wooden jigsaw puzzle.

THE GAME OF LADYBIRDS

A counting and matching game for younger students.

GEAR GO

A variety of models can be built with these unique building blocks. Each time the gears are put in a different order, children can observe the gears turning at a different speed in the model. 343 pieces plus drive box.

GEARIOS

A versatile construction kit that constantly adapts as children develop. It consists of durable plastic blocks and gears which can be made into mechanised models. A simple turn of a gear and the model springs to life. K-3.

THE GENIE BRICK

A set of interlocking bricks with a wide range of uses, particularly in mathematics. The bricks have endless possibilities for problem solving, exploration, design and patterning. The set includes suggestions for activities and examples of work done by grade 4 and grade 6 students.

GIANT DICE

These large dice have 11cm sides. Easily visible by a group of children in the classroom. These dice land silently when thrown.

GIANT GLOBETROTTER GAME

An enjoyable introduction to the countries of the world. Be the first player to travel around the world. Floor-mat plus playing pieces.

GIGO FOOTBALL PUZZLE

Posting box type shapes puzzle.

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GIRO ABC

An alphabet game for 2-4 players, ages 6-10 years.

GIROCOLOR

An exciting game and a fun way to learn basic colours.

HARDER SOUNDS TO SNAP : DOUBLE SOUNDS AND LONG VOWELS

2 sets of 80 laminated cards providing 8 cards for 20 sound families. Instructions are given for the games of snap, fish and concentration.

HATS ON

An entertaining game for 2-4 players age 5+. Be the first to dress a figure.

HEALTHY PLAY FOODS

21 realistic foods from the 5 essential food groups. Made of soft non-toxic vinyl. Teacher's notes included.

HELICOPTER.

Middle primary jigsaw.

HOMONYMS

428.1 HOM

Are we going to eat a 'stake' or 'steak'. Children will learn the correct meaning and spelling of 26 pairs of sound-alike words. Fun Deck of cards.

IMAGINETICS

Kidstar

Magnetic learning blocks. Colourful geometric shapes with built in magnets. A wealth of creative construction possibilities for young children.

INSECT COLLECTION.

12 plastic insects.

INSELSPIEL

(Island Game)

An interactive game for ages 3+. Rules for 2 levels of game are included - a game for 3 year olds and another for 4 years plus.

INTERLINKS

Set of 400 blocks that can be joined in many different ways, including sideways.

JIGSAWS

A variety of jigsaws suitable for all ages - from large floor puzzles to small inset puzzles to stand alone puzzle block sets.

JUST BUGS!

28 look and match photo dominoes.

KOLOR KROSS

A word game for 1 or more players.

LADYBIRD DOMINO

Matching the dots on the ladybirds' wings makes an unusual variation of the game.

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LEGO see also Duplo/Dacta

LEGO FATHER CHRISTMAS

30 small Father Christmases to make, for ages 6+.

LASY CONSTRUCTION

These early childhood kit offers a great number of combination possibilities, encourages children to form their own models and think creatively.

LEAP INTO MATHS

11 activity cards (22 activities), 48 frog counters plus teacher's notes to help build counting, sorting, addition and subtraction skills in K-3.

LEARNING MATH

A 15 piece set of multi-colour, double sided, arithmetical number and symbol tiles. Could also be used as a jigsaw.

LET'S PREDICT

795.4 SYN

What will happen next? Your students will love to guess what will happen to the colourful characters. Use these scenes to help students anticipate and predict situational outcomes, think and verbalise in the future tense and practice cause/effect reasoning skills.

LEXICON

A word game - 2-4 players, 8 years and up.

LINGO BINGO

Two games in one with different levels of challenge. Children create their own game cards to play rhyming bingo or phonics bingo with digraphs and blends. Junior primary.

LITTLE DRIVER

Steering wheel, gear lever and mirror provide great fun for little drivers.

LITTLE ARCHITECT

Building blocks plus window, doors etc provide endless construction possibilities. 600 pieces.

LOCK UP GARAGE

3 brightly coloured cars to mix and match with the 3 garage doors that open with or without a central key.

LUNA PARK

Bright plastic shapes to encourage imaginative construction.

MAGNET

Plastic coated horseshoe magnet.

MAGNETIC FISHING BOAT

Wooden boat with two fishing rods and ten magnetised fish.

MAGNETIC SHAPES + MAGNET BOARDS

(Ora Si Che Si Gioca)

300 brightly coloured plastic geometric shapes.

MANETICO

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Construction system, incorporating magnets so that the pieces can be put together with the minimum of effort and stay together firmly. The strong plastic pieces are moulded in bright colours and a variety of shapes to create interesting models.

MARINE LOTTO

A wooden lotto game comprising 20 photographs of sea creatures and their corresponding cards. A game to help develop powers of observation, and visual discrimination and encourage oral expression.

MASTERMIND CHALLENGE.

A head to head battle of wits and logic. 2 players. Ages 9 to adult.

MATCHING NUMBERS IS FUN DOMINOES : STAGE 1, NUMBERS 1-10

A fun way to practise counting, the recognition of number words and numerals, simple addition and subtraction skills and the conservation of number.

MATH MAGIC

A self-correcting adding and subtracting game for 1-4 players ages 5-7 years. The player matches a problem card with an answer card and then turns them over. If the answer is correct a complete animal picture is formed on the other side.

MOBILO

Plastic construction system. Suitable for 4 years and over.

MONEY DICE

A set of six large, plastic dice with 5, 10, 20, 50 cent, \$1 and \$2 coins on the faces.

MORE MAKING STORIES IS FUN DOMINOES

A different story each time the children mix and match the forty colourful dominoes. An ideal reading aid to encourage reluctant readers.

MY BODY

5 games to teach children about the different parts of the human body, its construction and functions. Games can be played at various levels of difficulty. Junior primary.

MY FIRST ALPHABET LOTTO

A lotto game that helps children learn the alphabet and recognise the associated letter sounds. 1-4 players, ages 3-5 years.

MY FIRST BOARD GAMES

4 simple games - Fire Brigade Game; Farmyard Game; Going to the Zoo; Colourful Peacock Game. No reading or number skills required.

MULTIPLICATION DOMINOES

Useful for practice and reinforcement of tables from 2 to 9. Comprises four sets of 24 dominoes which may be used separately or combined. Each covers two multiplication tables, eg. the yellow set covers tables 2 and 3.

NESTING FARM ANIMALS

9 pieces combine to form 5 colourful farm animals which nest perfectly inside each other.

NOAH'S ARK

A felt set which includes an ark, Noah and nine pairs of colourful animals.

NUMBER DOMINO

The game of dominos adapted this time for numbers. The players can match the numbers with the pictures showing a quantity of

EDUCATIONAL GAMES

objects.

NUMBER PLAY

513.2 NUM

Picture and number playing cards with instructions for nine card games to help younger children to develop counting, sorting and number skills.

NUMBER PUZZLE

(EC)

A self correcting wooden puzzle set to give children practise in counting and identifying numbers one to ten.

NUMBER QUEST

513.2 NUM

This board game for ages 7+ provides an enjoyable way for students to practise mental arithmetic and numerical skills.

NUMBERS RACE

A game for ages 6 to 9. This is a race in which the more sums you answer correctly the faster you move. However, separate race tracks can be set (one with easier questions than the other) so that children of mixed ability can play together.

NUMERO

795.4 NUM

An educational card game that can be played in developmental stages, allowing players to progress according to their level of ability and teachers to direct players as a strategy to develop new concepts. The game helps to develop a wide range of mathematical skills. At various stages fractions, percentages, decimals and more complex mathematical concepts can be introduced.

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NURSERY RHYMES SEQUENCE CARDS

A set of 18 posters featuring four well known nursery rhymes, each poster illustrating a line or two of the nursery rhyme. Teacher's notes included.

OCEAN FRIENDS FISHING GAME

Lightweight fishing pole with velcro hook to catch eight colourful felt sea creatures.

OCEAN SCENE

OCEAN ANIMALS

Felt ocean background scene and more than 50 felt marine animals to create a colourful image of ocean life. An animal information sheet is included.

OCTONS

A simple plastic construction set using the octagon shape.

OFF TO THE TOWER

An all action board game of pursuit. 2-4 players, ages 5-10.

OPPOSITES

20 think and match photo puzzles. Ages 2-4

OUTSIDE SOUNDS

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16 posters plus audiotape featuring common sounds of the outdoor environment. The accompanying teacher's notes provides suggestions for games and activities and includes photocopiable sheets for bingo games.

PHONICS BEACH PARTY BLENDS PHONICS MONSTER CONSONANTS

Lower primary card games for 2-4 players, each consisting of 100 laminated playing cards. Players match consonants or blends to the right word. The monsters match when the consonants are correct.

PHONICS PUZZLE CARDS

428.1 PHO

24 self-checking letter cards, each consisting of two interlocking pieces. Match the letter combinations to the pictures to provide practice in letter recognition, word families, beginning letter sounds and spelling. An activity sheet provides suggestions for activities and games.

PHOTO NOUNS

105 clear, bright photographs divided into 3 categories to help develop and reinforce basic concepts. These cards are ideal for naming, expanding vocabulary, understanding and classification. K- 2. Located in the Early Childhood section of the Centre.

PICTIONARY

The Game of Quick Draw. 3-16 players. 12 Adults

PLAY ABOUT HOUSE

Activity centre for the very young (3 months-3 years).

POCKET GARAGE

Colourful garage with lots of action - barrier produces sound when opened, cashier appears when window is opened, gas pump squeaks.

POLY M

Many different models can be assembled from these plug-in elements.

PREPOSITIONS

32 textless picture cards and teachers notes to encourage expressive language and develop awareness of space and movement. K-1

PRETEND & PLAY CASH REGISTER

This sturdy cash register is a working solar powered calculator with oversized buttons and big number display. It holds full sized notes and coins, and comes with toy credit card and suggested activities.

PROBLEM SOLVING WITH DINOS

Plastic dinosaurs (six species in six colours) are used as counters with this set of problem solving activity cards. Activities include work with attributes, patterns and sequences, numeration, data gathering, graphing, fractions and probability. K-4.

PUPPETS

The Centre holds a selection of hand and finger puppets. These include numerous animal puppets (particularly Australian animals), 3 Bears Family puppets, Witch, Monster, Kangaroo Creek Gang, Black Family, Rain Forest Finger Puppet Set, puppets of popular fairy stories, nursery rhymes and much more.

PUZLASCO

These creative puzzles allow for a variety of exercises. The puzzles come in an unbreakable box containing twenty five 12mm cubes and six double sided pattern cards.

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QUACK QUACK

A memory game whereby children try to collect the most cards by making animal sounds.

QUIPS

A popular game to develop colour and number recognition and counting skills. Age 3-7, 2-4 players.

QUIZZLES

Pohl, Michael 1999

793.73 POH

Quizzles are fun to solve and challenging to create. Working through the 200 examples in the book will provide plenty of opportunities to understand how the puzzles are constructed and give you lots of clues that will help you in creating your own.

RACE TO THE ROOF

Movable room cards and small objects to search for provide lots of fun for ages 5-8.

RACING WITH BLENDS

A game for 4 players, designed to reinforce and develop basic reading, spelling and word building skills. Can be adapted to suit different ability levels.

RAIN FOREST ACTIVITY KIT

Hands on maths and science activities for K-2. 22 activity cards plus 72 plastic rainforest animals.

RAINBOW FISH MEMORY GAME

Play the traditional memory game or use the special rainbow fish cards to make the game easier or more challenging. This game may be adapted to suit a range of age and ability levels, preprimary to lower primary.

RAMAGON - MARS COLONY COMMAND CENTRE

Build a space station with a colonist and an explorer vehicle. A construction system, for ages 6+, to sharpen hand eye coordination and understanding of geometric and spatial relationships.

RECYCLING TRUCK

Recycling truck and shape sorter. The four brightly coloured shapes correspond with the colours and symbols on the recycle bins.

RHYMING AT THE ZOO

This simple rhyming game for 4 players is played on a large vinyl mat, and is adaptable to various ability levels.

RINKY LINKS

Jumbo plastic links to promote hand-eye development, sorting, counting and colour discrimination skills.

RIVERS ROADS & RAILS

A matching game for 1-8 players, age 5 to adult. Each player uses his tiles to build a continuous network of rivers, roads and rails.

SCATTERGORIES.

The fast thinking categories game. Ages 12 to adult. 2-6 players.

SCHATZINSEL (TREASURE ISLAND)

A game that combines the jigsaw technique with a board game. Ages 3+, 2-4 players.

SCRABBLE

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A word game for seniors.

SCRABBLE - LITTLE LETTERS

Lower case scrabble for juniors.

SEQUENCE

A comprehension game. For use by up to 12 students. High interest - low vocabulary.

SHOPPING LIST GAME

Find the food on your shopping list and be first to fill your trolley. Memory game for 2 – 4 players, ages 3-7.

SIMPLE SENTENCE SNAP!

Each of the forty sentences has only one correct corresponding picture card. A reading aid that can be used to play Snap, Fish or Concentration, or match and sort with the two sets of 80 laminated cards.

SNAIL'S PACE RACE

A non-competitive game which encourages colour recognition and understanding of taking turns. No reading or number skills required. For 2-6 players, ages 3-7 years.

SNAKES AND LADDERS

Floor game. Giant playmat with large playing pieces.

SNAP ! FOR BEGINNERS

Play traditional Snap, Fish or concentration or match and sort with the two sets of 80 laminated cards. Thirty two "trick" cards included.

SNAP Y

A LASY system construction kit. The elements are placed together and clicked in to create a solid connection. The basic elements, the cubes, can be put together on all six sides providing for a maximum of creative multiplicity. The set also contains roofs, arches, hinges, and wheeled chassis.

SOFT PONY

A child's first ride-on toy. The pony has easy-roll clicking wheels and a bell in its tail. The mane crinkles, squeaks and rattles.

SOUND LOTTO

4 Sound Lotto games to develop the child's perception of familiar sounds, concentration, sequencing of activities and descriptive and naming language.

SOUND LOTTO

5 wooden boards and 45 picture cards plus an audiocassette for sound discrimination, matching and sorting games.

SOUND, READ AND SNAP!

Two sets of 80 laminated cards for group or individual activity. Find the 8 cards for each of the twenty sound families, or play Snap, Fish or Concentration.

SPACE RACE

520 SPA

An exciting game for 2-4 players, aged 5-8 years. Each player takes turns to move around the board, following the instructions along the way, and passing through the planets of the solar system as they go. Offers a different way of learning about the planets in our solar system.

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SPACE SHOT

An exciting game giving practice in the most common uses of the calculator. Junior/middle primary.

SPACELINES

A three dimensional fun game of strategy and logic. 2 - 3 players, 8 years to adult.

SPIDERS – PATTERN AND PAIRS

12 pairs of plastic spider tiles. The spiders have interesting pattern and shape variations providing for games of lotto, memory or bingo.

STAR BALLS

This kit has been constructed to be held easily by children. Multi-coloured parts with 8 branches, each with a ball at each end. Can be built vertically and horizontally.

SUDS

A swirling, whirling sequencing card game for ages 6 and up.

SUPERMARKET

Buying and selling game for 2-6 players, ages 4-10. A test of observation and communication which develops skill in handling money.

SUPERMARKET

Child sized shop back and counter. Includes shelves, drawers, imitation groceries and baskets. May be used with play money also held at the Centre.

SYNONYMS

423.1 SYN

Different words with similar meanings. This deck has 26 pairs of scenes using synonyms in sentences, plus extra 'bonus' cards and game idea cards.

TANTRIX STRATEGY

56 bakelite tiles which can be used to play the Tantrix game or the 25 solitaire puzzles which range from easy to almost impossible. Tantrix is a useful aid to the development of basic reasoning skills, and visual discrimination and observational skills and may be used with children or adults of any age. The set includes a teacher's guide as well as instructions for the game and puzzles.

TEACHATOT SENTENCE BUILDER

Interlocking words and pictures to make a sentence.

TEDDY BEAR COLOUR MATCH EXPRESS

A self-correcting colour matching game for ages 3-6. Each player has to match the coloured teddies with the trucks.

TEDDY BEAR FLOOR DOMINOES

Large brightly coloured dominoes. Match the teddies with the number.

TELEPHONES

The centre has a number of old telephones and toy telephones, ranging from the old fashioned circular dial phones through to a toy hand held mobile phone.

TENSE SEQUENCING

Gormiak, S.

A set of 39 textless picture cards and teachers notes designed to help children practice tenses and early sequencing. The cards illustrate the past, present, and future tense of 13 regular and irregular verbs. Pre-primary – lower primary.

THERE WAS AN OLD LADY (who swallowed a fly)

RESOURCE CATALOGUE

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Fabric figure with transparent tummy pocket and seven stuffed creatures to illustrate the favourite nursery song. Big book of the rhyme also available.

THREADING BEADS/LACING GAMES

The Centre holds a variety of sets of threading beads and lacing games, also a set of fastenings (zips, buttons, etc.) and a threading book entitled "The helpful shoelace".

THREE BEAR FAMILY FUN

48 plastic bears and a colourful laminated mat to stimulate early learning and imaginative play. The teacher's book includes stories and ideas for listening, whole language, and maths activities. Reverse side of the mat is used for maths games. K-3.

THREE BEAR FAMILY TOSS 'N' PLAY ACTIVITY SET

Colourful bean bag activity set to encourage the learning of number, colour and early measurement skills. Set includes 3 bear shaped bean bags, large (125 x 155cms approx) vinyl floor mat plus activity guide.

TRICKY SNAP!

Two sets of 80 laminated cards with 32 'trick' cards providing an extra challenge. Be careful not to snap on cards which vary in colour, size, direction or have missing parts or internal differences!

TRIO

Combine ideas to get a result, eg. a bee and a flower to make honey. An unusual game which enhances abstract thinking and language skills. Ages 3-7.

TORRO BLOCK SET

TORRO ENGINEERING

Educational building and construction sets.

TOWER WITH NUMBERS

Challenging wooden stacking tower with 10 different shape and colour pieces. Pieces are numbered.

UNDER THE SEA DOMINOES

28 look and match sea life dominoes.

VEGETABLES

16 plastic vegetables. Includes: onions, capsicum, corn, tomatoes, cucumber, cabbage, lettuce, carrots, avocado.

VISIT MY HOME

Colourful book with eight felt animals to move to their respective homes.

WHAT CHANCE

A fun game in which children use logic, memory and luck to win. Ages 6-10.

WHAT'S IN THE SQUARE?

A set of logic and matrix games designed to develop the ability to group and classify. The games have been devised so that through active and constructive play children learn to classify; first according to one and then according to two properties at the same time. Each game is divided into various stages relating to the development of certain concepts, and the stages are arranged in sequence so that each prepares for the following one.

WHICH WAY PLEASE

A map reference game for any number of players, ages 5+. The game calls for logical thinking and teaches the value and simplicity of

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using grid references. Excellent introduction to using maps.

WILD ANIMAL PARK

DUPLO set - animals, trees, fences etc. Also includes activity cards.

THE WITCHES CAULDRON

A lotto game for up to 6 players, ages 4+.

WONDERBUGS MAGNET SET

Magnet board and 39 magnetised pieces to create a wonderful array of insects.

WORD YAHTZEE

Based on the traditional Yahtzee game but using letter dice. Build words and word combinations instead of numbers.

WORDS THAT RHYME BINGO

Self correcting game for up to nine players, designed to reinforce listening and reading skills of students as they match words that rhyme.

YAHTZEE

The favourite game of luck and strategy using basic number skills.

ZOO FOOD

A game for 1 - 5 players ages 4 – 8. The player who knows which food to feed the animals will wind up with the most animal cards. A fun way to learn about animals and their feeding habits.