## Ulanik

## **MUSHROOM GLADE'S**

**Ideas for Games** 



- Sensory and fine motor skills ✓
  - Attention, memory, thinking ✓
- Visual and auditory perception ✓
  - Mathematical concepts 

    ✓
  - Assiduity and co-ordination ✓

## **Ulanik**

Here is a set of tasks for the game Mushroom Glade, which consists of 25 wooden mushrooms painted in different colours. Most of the activities in this set are also suitable for the 9 mushroom set

Read the game description and look for cards with the same number.

At the end of the game book you will find black and white cards so that you can make up your own tasks. Have fun playing!



Look at the basket. What colour is it? Find a mushroom of the same colour and put it on the basket.



Look, we have collected mushrooms and put them in a row. Some mushrooms are missing because the squirrel hid them. Think about which mushrooms are missing? Continue the row. You can add one or more mushrooms.



Try to guess which mushroom should stand in place of the question mark. Put the mushroom of the right colour in the place of the missing one.



Think about which mushroom is different from the others. Find the extra fungus in the row. Complication: One of the mushrooms in the row is out of sequence. Think which mushroom needs to be replaced to get the row right.



Find two matching mushrooms in a row.



Look at the card. What kind of mushroom is on it? Find the same mushroom in the in the mushroom glade, use your finger to point it out. Pick the mushroom of the right colour and put it on one of the little mushrooms below.



Look at the mushrooms. Answer the questions: - What colour is the first mushroom? What colour is the last mushroom? Show.

Add a card with mushrooms without colour. In the first step, the child arranges the mushrooms according to the pattern. In the second step, he/she paints or shades them according to pattern. In the third step, the child remembers the colour of the mushrooms in front of him.

When the child has memorized the colour of the mushrooms, the adult closes the card and the child is left with only unpainted mushrooms in front of him/her. The child has to paint or hatch from memory.



Find the number 1 on the circle. Put your finger on it. Walk down the path and find out which mushroom we put in the basket. Collect all the mushrooms in order.

9

There are two baskets in front of the child, one left and one right. Invite the child to listen to the task and put the answer on the field.

Option instructions: With your left hand, put the red mushroom in the right basket. Then you may propose a complication: first the child finds the right basket, then the hand, then puts the mushroom. Left basket, right hand, red mushroom or right basket, left hand yellow mushroom.



Invite your child to compare the pictures and find the differences. Use any two cards in the game first. Then you can connect 3 and 4. Remember that the child's answer always begins with: "On the left-hand card... and on the right-hand card...".



Invite your child to build a tower from the pattern and from memory.



Ask a child to pick up a mushroom with a particular hand (based on the picture) and tap it the number of times indicated.

















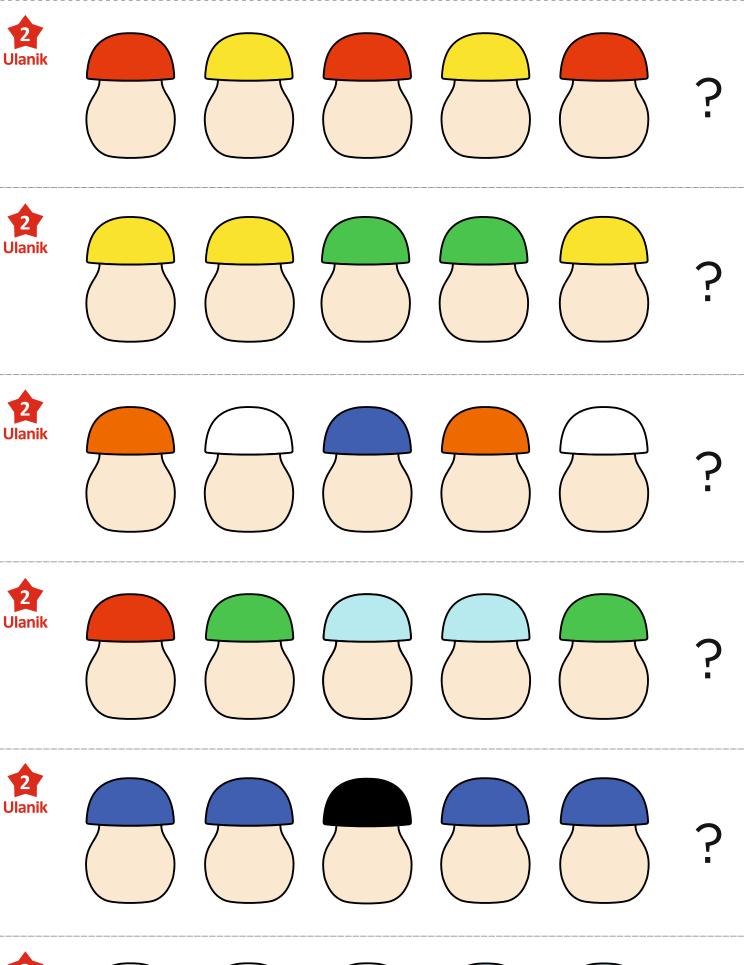




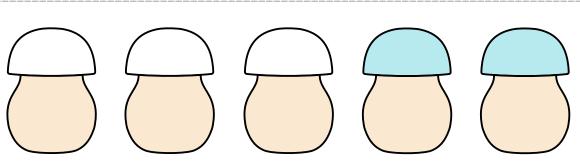


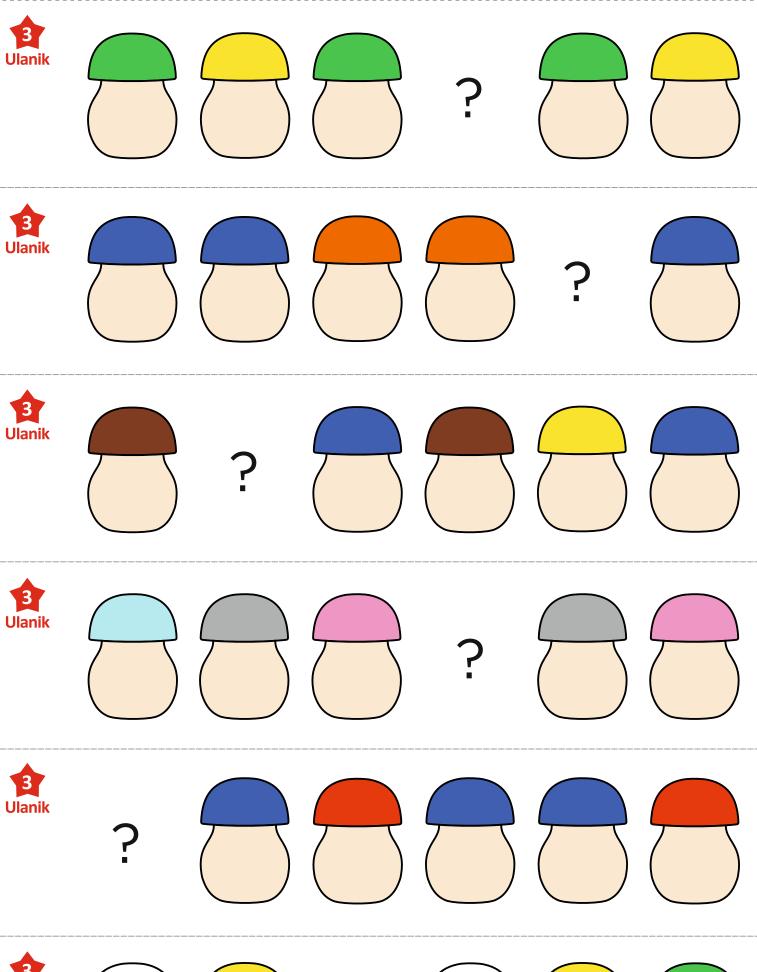




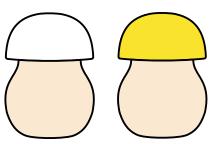


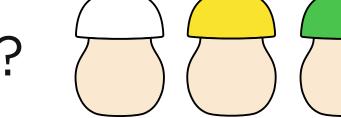




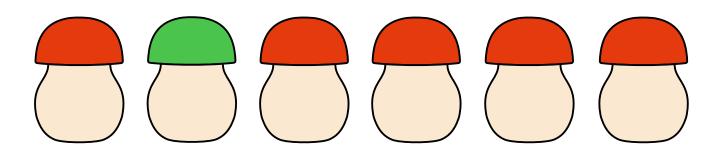




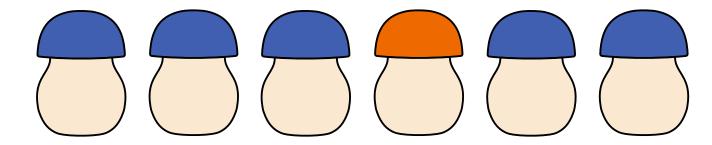




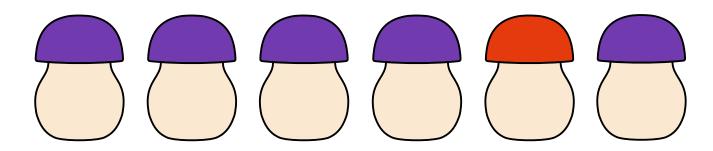




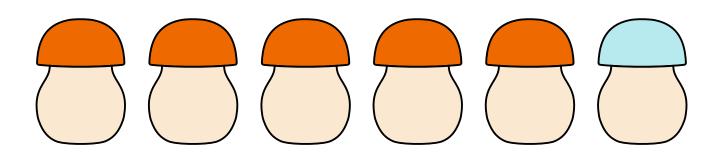




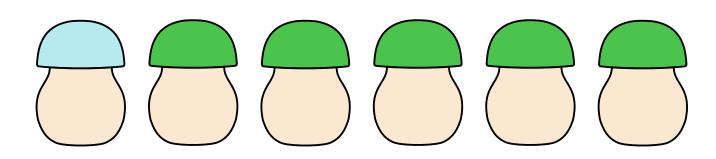




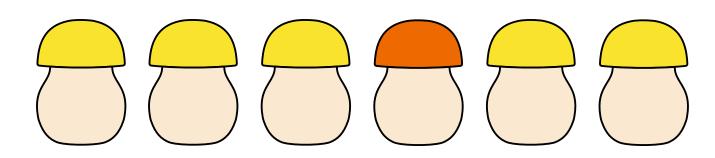




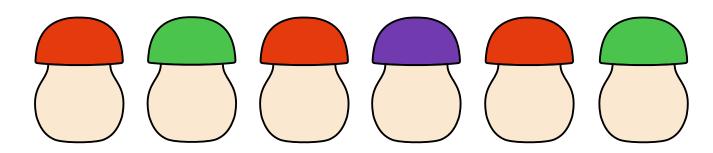




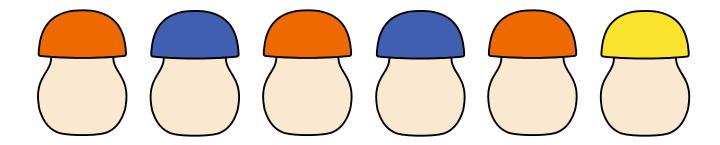




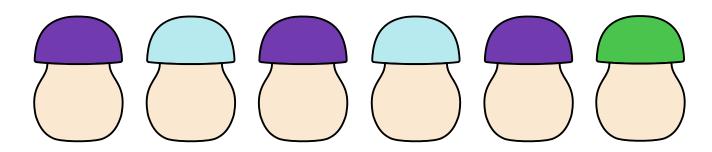




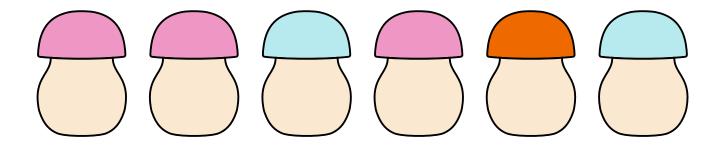




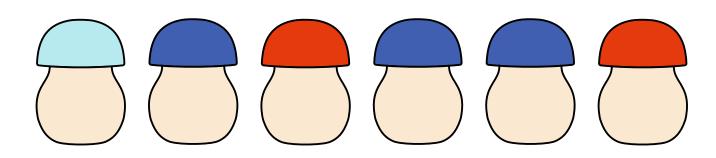




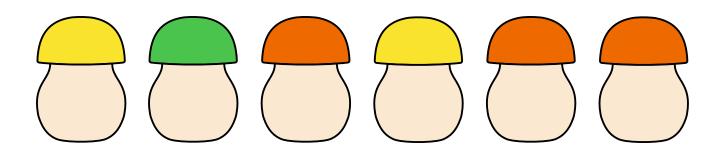


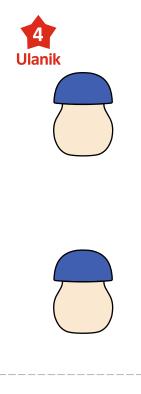






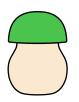






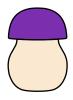












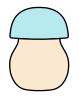






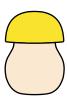






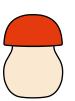
















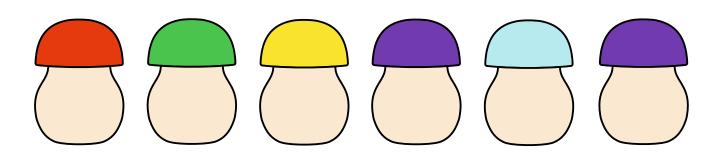




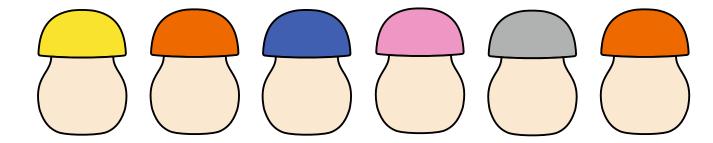




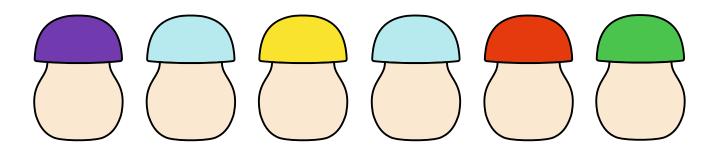




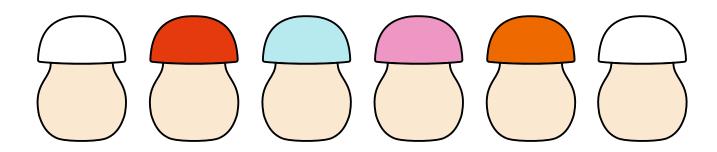




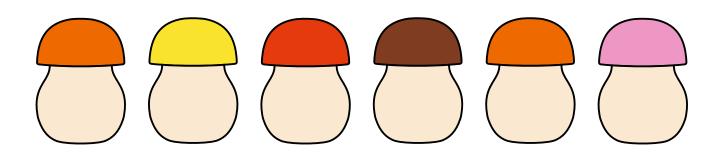




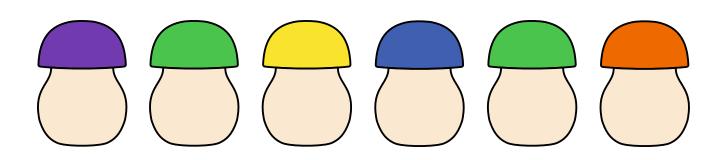


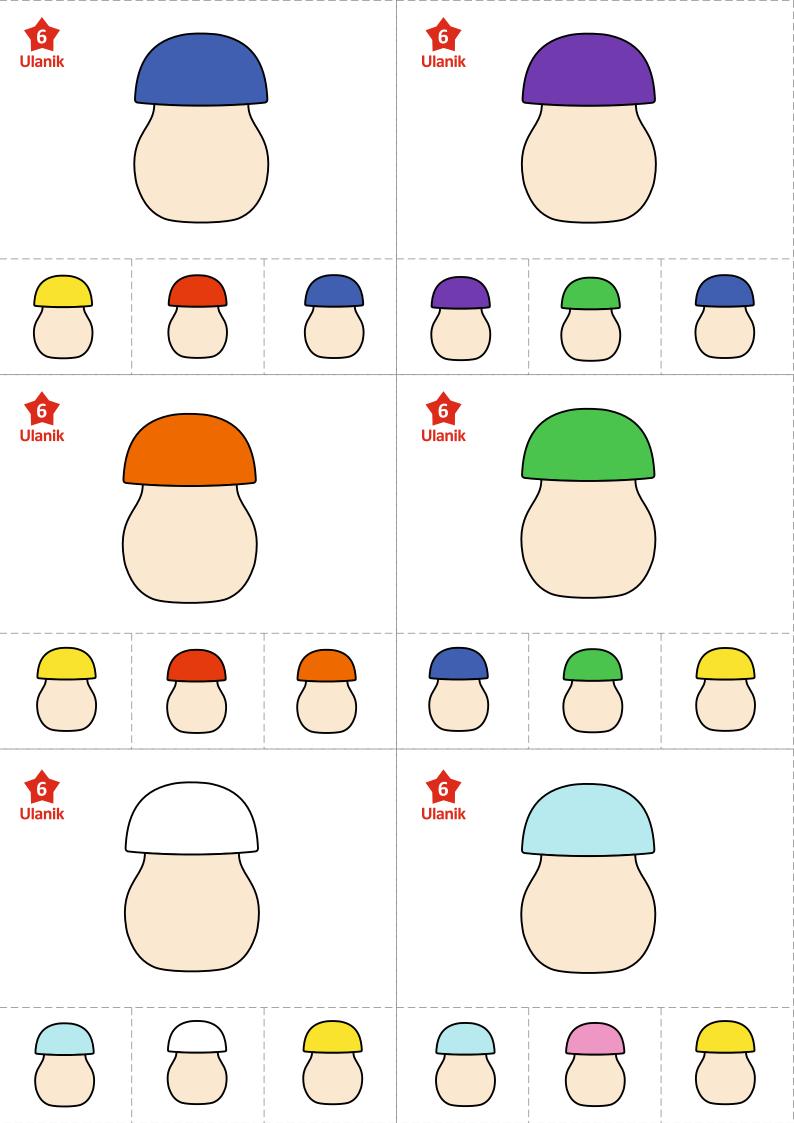


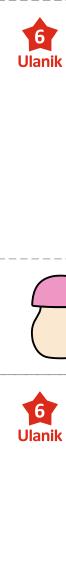


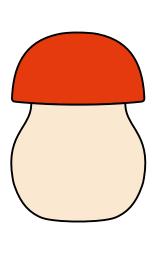




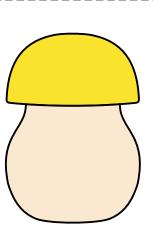


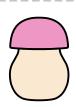


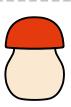


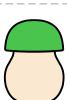


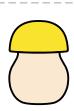


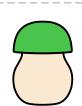


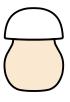




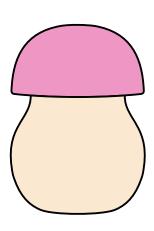




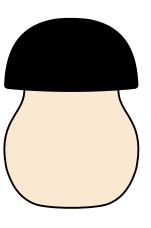


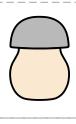


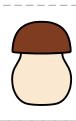


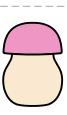


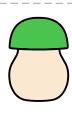


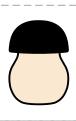






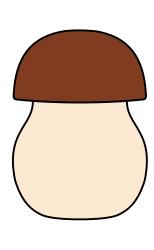




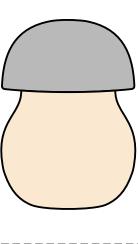


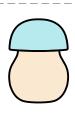


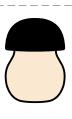


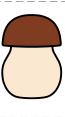


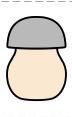








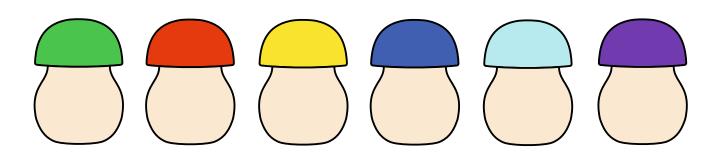




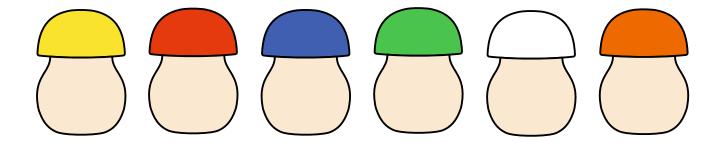




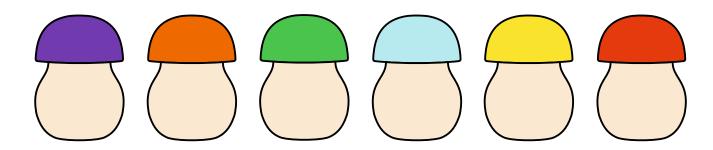




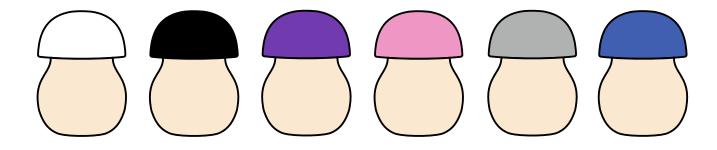




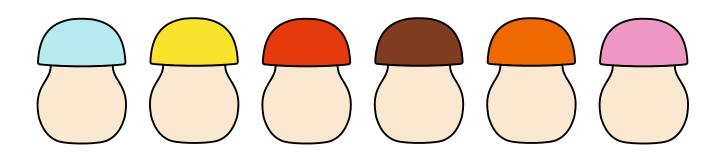




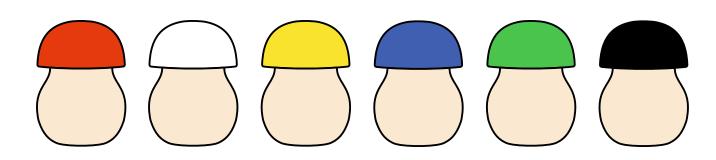


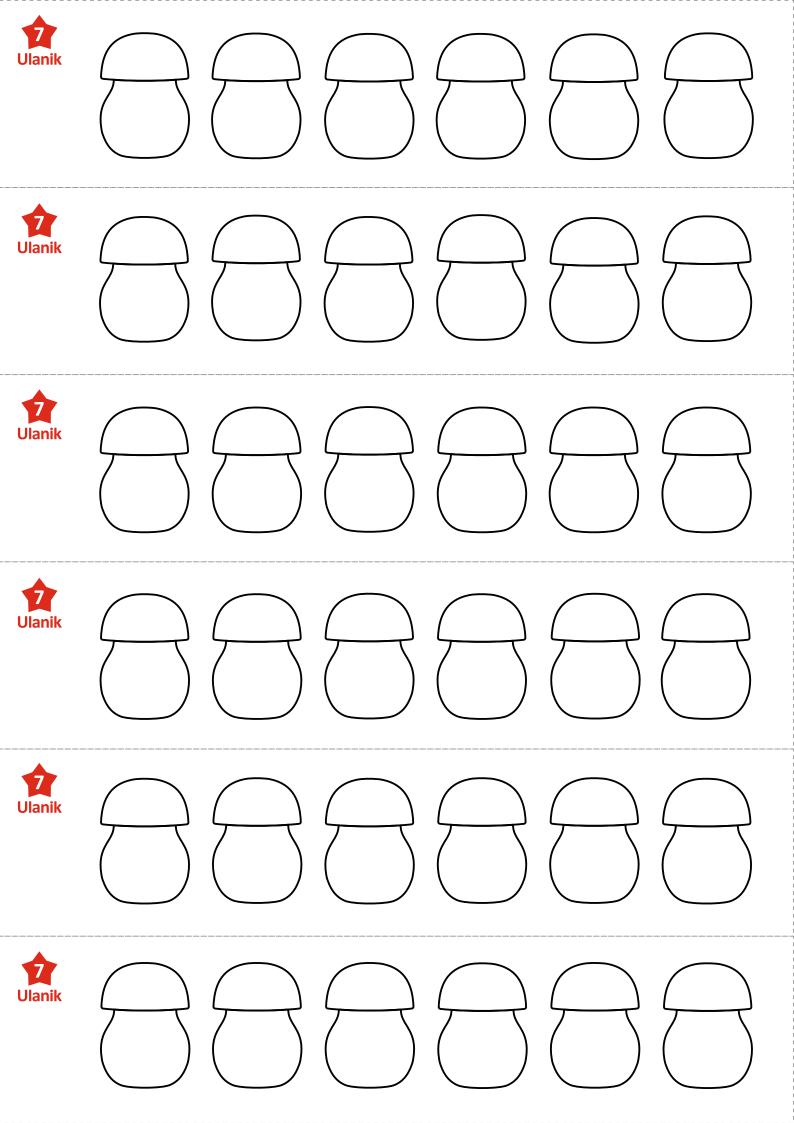


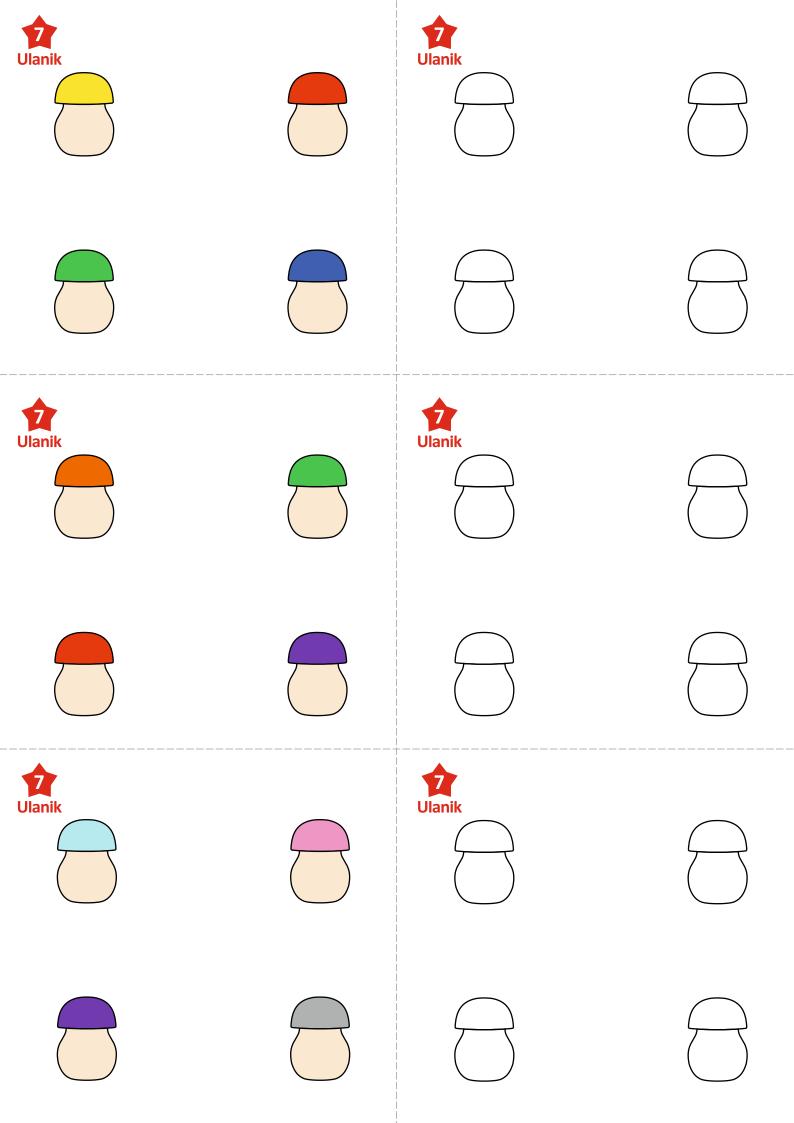


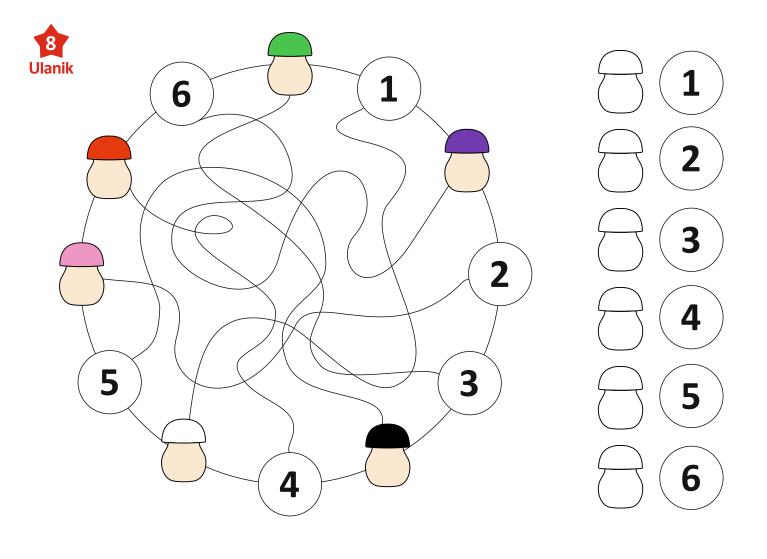


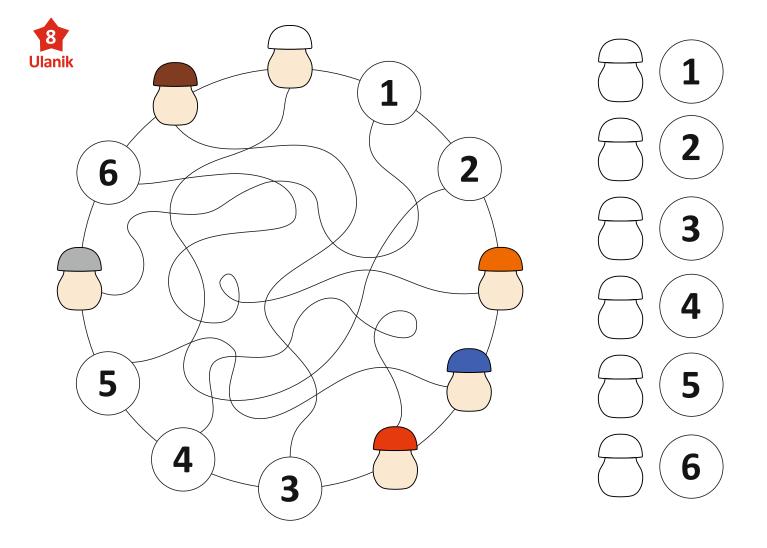


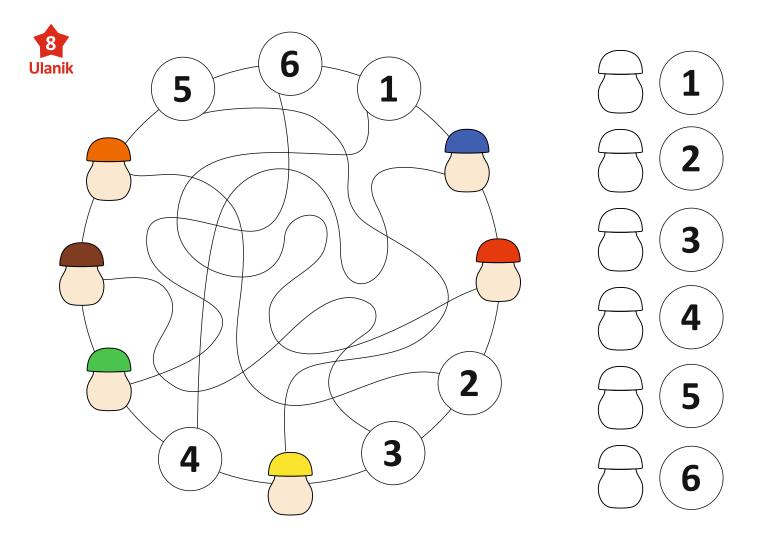












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