

EARLYPOLY OBS_202_EN

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Formal and/or non-formal educational setting: **2-4 player game**

Most relevant age group: **4-7 years old**

Description of the idea / problem / exercise: **Card game – sequences**

1. The player draws a card and arranges the elements on it in the same order in front of themselves. They need to pay attention to the shape, colors, and orientation of the spaces.
2. I take the card and shuffle the arranged elements. The player should carefully observe the order beforehand. They then try to recreate the sequence from memory, paying attention to the orientations. Afterwards, they can check against the card to see if they remembered correctly.



3. A pattern can be detected in the order on the card. If the child figures it out, they continue the sequence with the appropriate elements. Recognizing the rule, naming it, and continuing the sequence with one or more elements are all part of the exercise.



- *Why this exercise is good:* It develops observational skills, visual memory, and serial ordering. Color and shape constancy, as well as the recognition of directions, are improved. It is also suitable for self-checking.
- *Has anyone tried this? If yes, when and where?:* It's not tried yet
- *Notes:* It can be played independently; the child can check their own work. (Montessori-type game)