



Pedagogical Games



Preface

All parents who look after their children want to see them thrive with intellectual, physical and social-effective development. Many carers of young children have questions related to this goal.

How can we help children develop to their full potential?

Is only food is enough for child development? If not, is there anything else?

Why do people say play is important for child development?

Play is a way for children to learn. Children develop through playing games, such as fine motor activities, cognitive games, creative expression, etc. Children practice their activities, develop mastery, and learn from their experiences, concepts such as: following rules, patience, cooperation, and logical thinking.

Taking into account the many ways in which children develop, Krousar Yoeung has made this catalogue to provide direction to teachers, parents, and nannies, and also encourage their drive and creativity by using local resources to make games for child development.

We would like to give warm thanks to Enfants et Développement, who allowed Ms. Chantal Rodier, ECCD consultant and Ms. Anne Moro, Family and Social Development consultant to support this publication.

We welcome your recommendations or your criticisms.

Krousar Yoeung Association

Introduction

Preschool age is the period that children develop coordination and cooperation skills from day to day. In this period, children's bodies are more flexible and they develop their fine motor skills. Preschool age is a period that children start to understand the language (speech) of the people around them and also begin to express themselves about what they see and what they think, and start to specify the relationship between logical thinking, between space and time that they are learning and also forming memories. Through activities with various materials, as well as their efforts to follow their older siblings, small children train and develop all their capacities simultaneously.

To improve their development, children need to learn how to control their movements. Development of fine and gross motor skills are necessary for their future success at school, as these skills assist in developing other skills.

Children need to develop relationships with other people, and have attention from adults. Children need to research, learn and understand about the human world by themselves and with other people.

To respond to the large development potential of children, adults need to pay attention to teach children, to strengthen their knowledge that they have learned independently through providing them appropriate opportunities to practice their skills.

In fact, children learn through play, so parents, nannies and people around them should encourage play and develop more games for children.

You can use local resources to make games from your children.

All the materials in this book you can make by your own or they may be existing resources in your community. All these games and pedagogical materials have a specific objective.

We have divided these by their function in child development:

Fine and gross motorPage 5

Language.....Page 6-10

Mathematics.....Page 12-29

Art and Culture.....Page 31

When children play these games, parents, teachers or nannies need to participate and stimulate the children so they will be able to develop skills according to the game objectives. If these games are not used or played with by children, they will become objects for display.

Fine Motor Skills



FIGURE THREADING



Age: 2-6

Aims:

- Refinement of hand muscles (preparation for writing)
- To develop fine motor skills and hand-eye coordination
- Reinforce their strong hand (left or right)

Players: 1-6

Material: 6 Boards with holes and 6 laces

Price: 6\$
for 6 different kinds

BEAD THREADING



Age: 2.5-6

Aims:

- To develop fine motor skills and hand-eye coordination
- Refinement of hand muscles (preparation for writing)
- To develop creativity
- Possibility to learn colors

Players: 1-5

Material: Beads, 5 strings (0.7mx5)

Price: 5\$
(total 40 beads and 5 strings)



LANGUAGE

PICTURE BINGO



Age : 2+

Aims:

- To improve language skills by naming different objects
- Matching pictures or words with the objects
- Concentration

Players : 1-4

Material: 2 different picture boards (A4) and 16 picture cards

Price: 6\$

PICTURE BINGO WITH WORD LABELS



Age : 5+

Aims:

- To develop understandings about writing and reading
- To improve their language skills by naming each objects
- Concentration

Players: group of 1-4 children

Material: 2 different picture boards (A4) and 8 letter cards

Price: 6\$

PICTURE DICE



Age: 1.5+

Aims:

- For young children: strengthen speaking skills by naming the objects.
- For old children :strengthen language skills by reading the objects.
- Creating new sentences with the pictures.

Players : 1+

Material: 3 different dices

Price: 4\$

WHO AM I ?



Age: 2-6

Aims:

- To improve social abilities and respect of others (one is guessing at the time)
- To improve children's observation skills by recognising one part of a picture (observe-guess-check)
- To learn the parts of animal when guessing

Players: 1+

Material: A picture and a paper with a hole to see the part of the picture(3 different pictures).

Price: 5\$

Puppet Gloves



Age: 2+

Aims:

- To extent and strengthen language skills (observe-think-speak)

Players: 1 or 2 children

Material: a pair of puppet gloves

Price: 4\$

LETTER DOMINOS



Age : 3+

Aims:

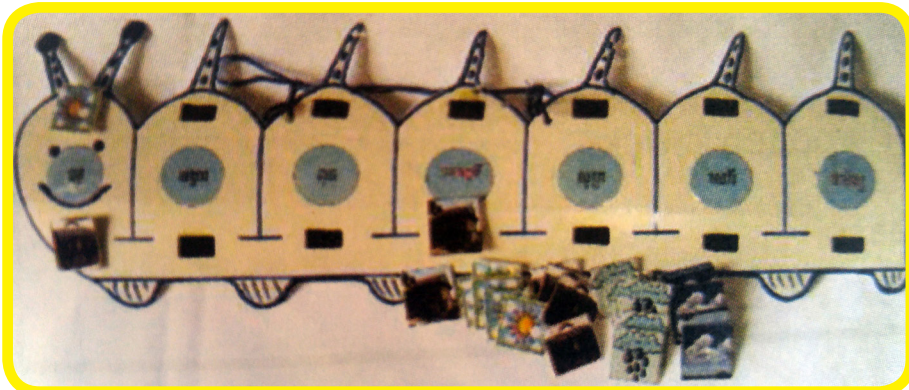
- To learn the Cambodian letters
- To improve observation and speaking skills
- To match the dominos
- To differentiate the similar letter by thei pronunciation (ក ត គ ភ ឋ ម)

Players: 1-4

Material: 28 bamboo dominos (1 set)

Price: 5\$

CATERPILLAR GAME



Age: 2+

Aims:

- To learn the sequence of the days in a week
- To learn the name of the days, and which one is a school day
- To stimulate the child's curiosity about weather

Players: 1 +

Material: 1 caterpillar board, cards for the weather, cards for school/home days

Price: 4\$



SHAPE AND COLOR STANDS



Age : 1.5-5

Aims:

- Learn the colors and geometrical shapes
- Matching on the columns the good color/shape
- Fine motor skills and coordination

Players: 1-4

Material: 1 stand with wooden shapes

Price: 6\$

GEOMETRY GAME



Age : 2-6

Aims:

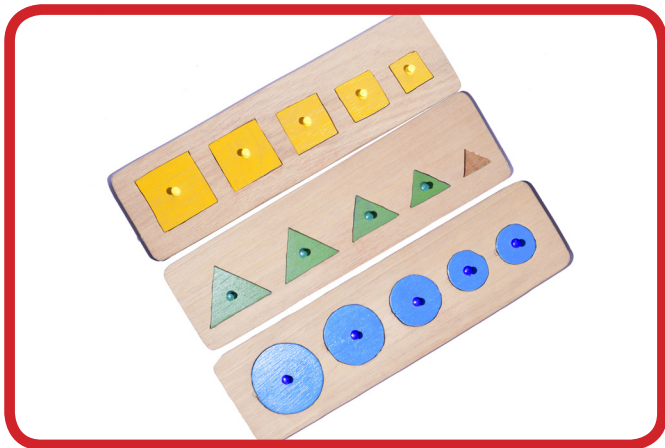
- To learn geometrical shapes
- To learn the colors

Players: 1-6 per board

Material: Wooded board

Price: 2\$

ORDERING FIGURES (Geometry Shape)



Age: 2-6

Aims:

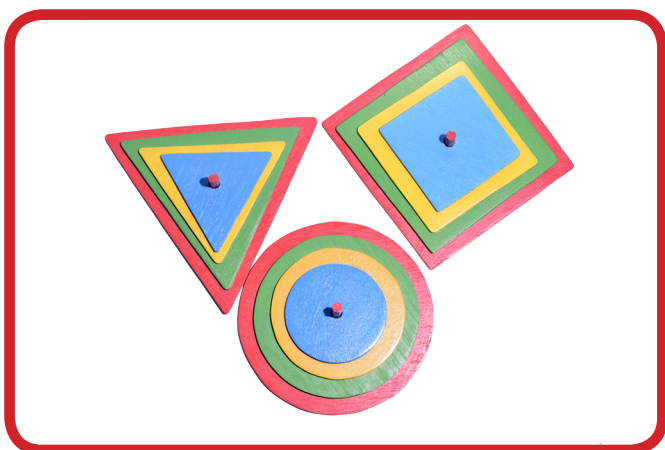
- To identify geometric shapes
- To understand sequences from big to small
- Hand-eye coordination

Players : 1-5 by board

Material: wood boards

Price: 6\$

ORDERING SHAPES



Age: 2-6

Aims:

- To learn geometrical shapes (circle, triangle, square)
- To understand sequences from big to small
- To learn colors

Players: 1-3 children per puzzle

Material : wood shapes

Price: 6\$
(3 puzzles)

ORDERING FIGURES (Animal and Tree)



Age: 2-6

Aims:

- To identify the different size(from small to big)
- Hand-eye coordination

Players : 1-5 by board

Material: wood boards

Price: 4\$

TRAIN GAME



Age: 2+

Aims:

- To visualize the passage of time (how many days in a week, a month, a year)
- To learn the name of the months and their sequence
- Reinforce the number 1-31

Players: 1+

Material: 1 train, 12 train waggons

Price: 12\$

GEOMETRY PUZZLE



Age : 3-6

Aims:

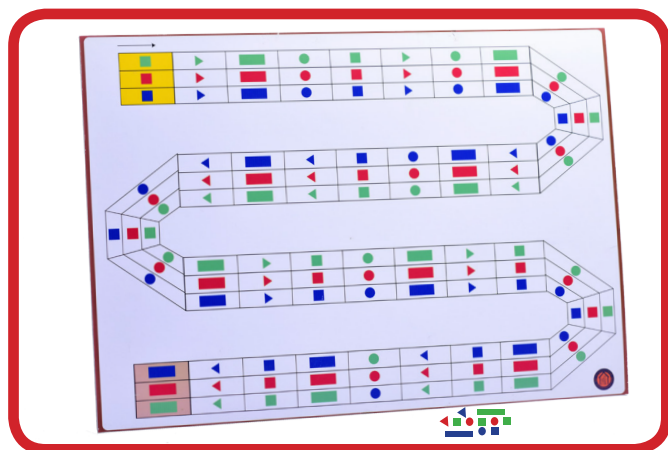
- To learn geometrical shapes with different sizes
- To match the shapes at the good place on the board
- Concentration

Players: 1 board/child or 1 board for a group of children

Material: A puzzle(people / flower)

Price: 5\$
1 board

SHAPE BOARD GAME



Age : 5+

Aims:

- To identify geometrical shapes and colors when cooperate with others
- Concentration and observation

Players: 3-6 per board

Material: A board with 3 lanes and small colored shapes (squares, circles, triangles, rectangles): 30 small squares, 33 small circle, 27 small rectangles and 27 small triangles: 2 dice.

Price: 5\$

GEOMETRY CHECKERBOARD



Age : 5+

Aims:

- To understand how to use a table checkerboard
- To order shapes from left to right, and colors from top to bottom.
- To name geometrical shapes and colors

Players: 1-2

Material: a checkerboard and

- 4 circles of 4 different colors
- 4 squares of 4 different color
- 4 triangles of 4 different colors
- 4 rectangles of 4 different colors

Price: 5\$

DOT DOMINOS



Age : 3+

Aims:

- Development of mathematical mind, by working on the perception of quantities (0-6)
- To match the dominos by recognizing the dot patterns
- To count from 0-6

Players: 2,4,7

Material: 28 bamboo dominos (1 set)

Price: 5\$

DOT AND NUMBER DOMINOS



Age : 4+

Aims:

- To learn the Khmer number symbols (0-6)
- To match the dots (quantities) with the Khmer number symbols (abstract)
- Concentration and patience

Players: 2, 4, 7

Material: 1 set= 28 bamboo dominos

Price: 5\$

NUMBER DOMINOS PUZZLE



Age : 5+

Aims:

- To match khmer number symbols and dots
- To build counting skills
- To develop logical thinking by ordering the dominos from small to big

Players: 1-5

Material: 5 sets of mathematic dominos

Price: 7\$

COUNTING CHOPSTICKS



Age : 3+

Aims:

- to build counting skills from 0-10
- To understand the concept of visual numbers (dice) with the quantities (chopsticks)
- Introduction to addition and subtraction

Players: 4

Material: 4 colored coconut shells, 40 chopsticks, 1 dice

Price: 6\$

COLOR BOARD GAME



Age : 5+

Aims:

- To reinforce the knowledge of numbers (1-4)
- To understand the difference of numbers by their length (short/long)
- Increase concentration and cooperation
- Slowly understand the concept of addition by adding numbers.

Players: 2-4 children by board

Material: One A3 board with 2 roads on it, small different size rectangle with 1 or 2 or 3 or 4 squares on them, 1 die

Price: 5\$

COUNTING BOARD GAME



Age : 5+

Aims:

- To reinforce the knowledge of numbers 1-6
- To respect the rules of the game
- Patience

Players: 2-4

Material: 1 board, 1 dice and 4 colored skittles

Price: 5\$

DRAGON GAME



Age : 3+

Aims:

- To reinforce the knowledge of numbers 1-6
- Respect the rules of the game
- Patience

Description: 2 versions possible :

3-4 years old = 1 dice

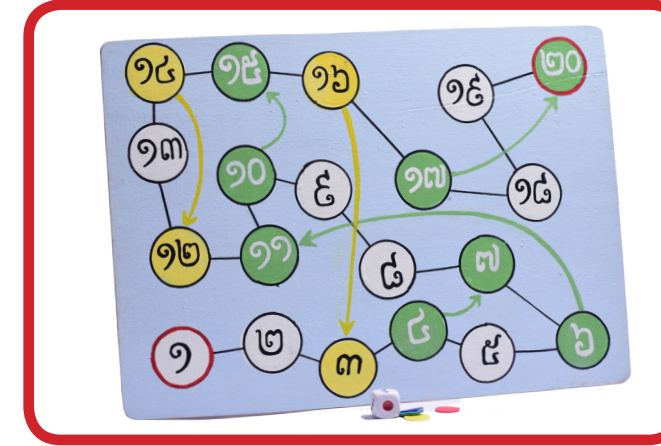
5+ years old = 2 dices

Players: 2-4

Material: Dragon boards (2 colors), 2 dices and counters

Price: 6\$
2 boards

RACING BOARD GAME



Age : 5+

Aims:

- To slowly understand the concept of addition and subtraction (by going up and sliding down)
- To reinforce the khmer symbol numbers(1-20)
- Patience and concentration to follow the rules

Players: 2-4 children

Material: 1 board, 1 dice and 4 colored shells

Price: 5\$

FISHING BOARD GAME



Age : 4+

Aims:

- To reinforce numbers 1-10
- To compare amounts (more than, less than, equal to...)
- To learn to cooperate and patience while waiting their turn
- Reinforce color skills

Players: 1 board for 3 children

Material: 1 board, 20 fish pictures (blue and red), 2 dices

Price: 6\$

MUSHROOM BOARD GAME



Age : 5+

Aims:

- To reinforce the concept of addition and subtraction
- To follow the rules and try to get more mushrooms as possible
- Practice the knowledge of numbers 1-6

Players: 2-4 children/board

Material: 1 board, 4 mushrooms boards,
120 mushroom pictures, 1dice and 4 counters

Price: 7\$

COVERED NUMBERS



Age : 5+

Aims:

- To learn how to add a number with 2 dices
- To improve observation skills
- To compare amounts (more than, less than, equal to...)
- To make decision

Players: 2 children/board

Material: 1 board, 18 covers, 2 dices

Price: 5\$

LITTLE PEOPLE



Age: 3+

Aims:

- To learn parts of human body and colors
- To develop spatial awareness and sense of observation

Players: 1 child or a group of children

Material: 5 bodies (6 parts on each), 2 dices

Price: 5\$

FOOD GROUP PUZZLES



Age: 3+

Aims:

- To understand the importance of 3 food groups
- To classify food into 3 different groups
- To teach children to eat healthy food
- Patience and concentration

Players: 1-2 children/puzzle board

Material: 1set = 3 wood puzzle

Price: 15\$

ANIMAL PUZZLES



Age: 3+

Aims:

- To increase vocabulary by learning the name of animals or the different parts of animal/human body
- Introducing to a wide variety of animals and stimulate their interest.
- Patience and concentration

Players: 1 or group of children/puzzle

Material: wood picture puzzles

Price: 5\$
1 wood puzzles

CLOCK



Age: 4+

Aims:

- To be aware of the instrument that measure time.
- To understand how many hours and minutes in a day, by learning how to read a clock
- Reinforce the sequence of numbers 1-12

Players: 1+

Material: 1 clock

Price: 2\$

MATCHING GAME



Age : 3-6

Aims:

- To strengthen matching skills
- Reinforce the observation
- To learn more vocabulary

Players: 1-4 children

Material: 4 different kind of picture boards.

Price: 5.5\$
for one set

GROWING UP



Age: 2+

Aims:

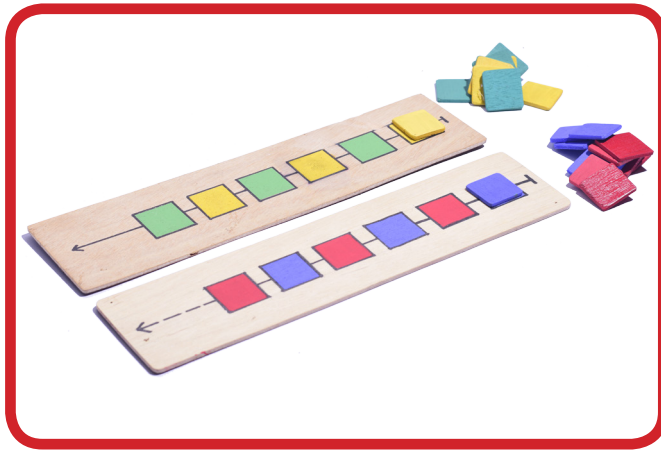
- to have an understanding of the passage of time
- To encourage children's observation of their environment
- To develop an awareness of the human body development, plants and animals.
- To teach vocabulary regarding the sequences of different cycles.

Players: 1+

Material: 1 sets of picture cards (12cmx17cm)

Price: 5\$

BEAD PATTERNS



Age: 3-6

Aims:

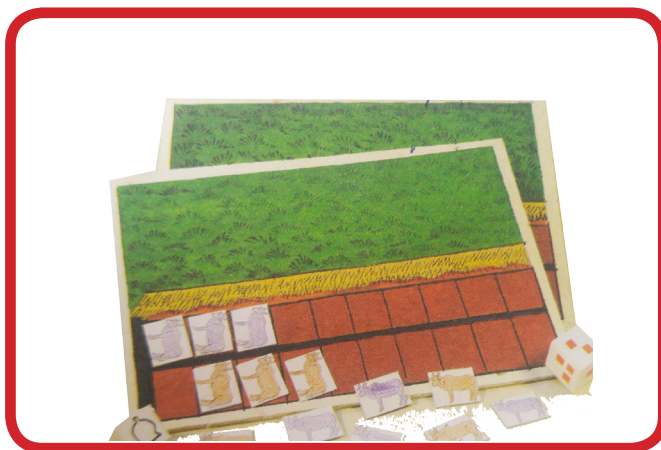
- To develop fine motor skills and hand-eye coordination
- Concentration by following the sequence of different patterns
- Reinforce to color and shape knowledge

Players: 1/board

Material: 3 boards, beads and threads

Price: 5\$

COW BOARD GAME



Age: 5

Aims:

- To improve thinking skills
- To add up number to make 10

Players: 2-4 Children

Material: 4 boards, 80 square animal pieces of 2 different colors, 2 dice

Price: 5\$

COUNTING WITH MEANING



Age : 3-6year

Aims:

- Counting from 0 to 5
- Understand the meaning of numbers
- Understand the concept of one to one correspondence
- Compare amounts (more than, less than, equal to)

Players: 2-6 children

Material: 2 small tin cans, 30 chopsticks, 10 bamboo dominos from 0 to 5

Price: 4\$

COLOR TREES



Age: 2+

Aims:

- To add and subtract number 1 to 9
- To improve thinking skills
- To respect the game rules and to cooperate
- To learn patience and turn taking

Players: 4 children

Material: 1 set = 4 boards, 36 skittles of 4 different colors and 1 die

Price: 6\$

DUCK BOARD GAME

Age: 2+

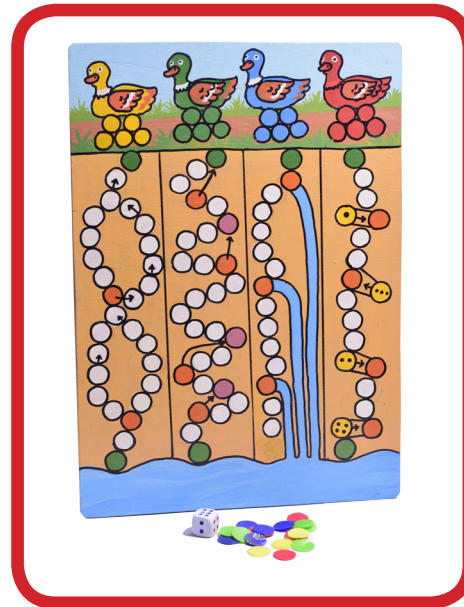
Aims:

-To develop thinking skills and decision making

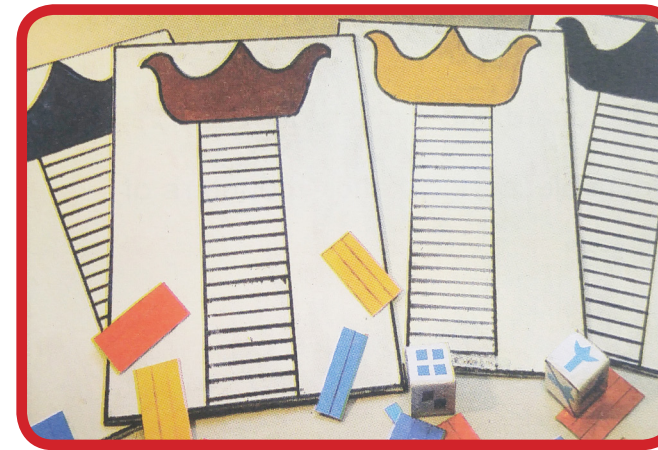
Players: 1+

Material: 1 board with 4 different colored ducks, 20 colored counters (5 counters of each color) and 1 die.

Price: 5\$



THE KING'S LADDERS



Age : 5+

Aims:

- Add and multiply
- Choose the rith cards for stepping up the stairs
- Follow the rules of the game
- Cooperate

Players: 4

Material: 4 board of different colors, cards (steps) and 2 dice.

Price: 4\$

FIREFIGHTERS BOARD

Age: 2+

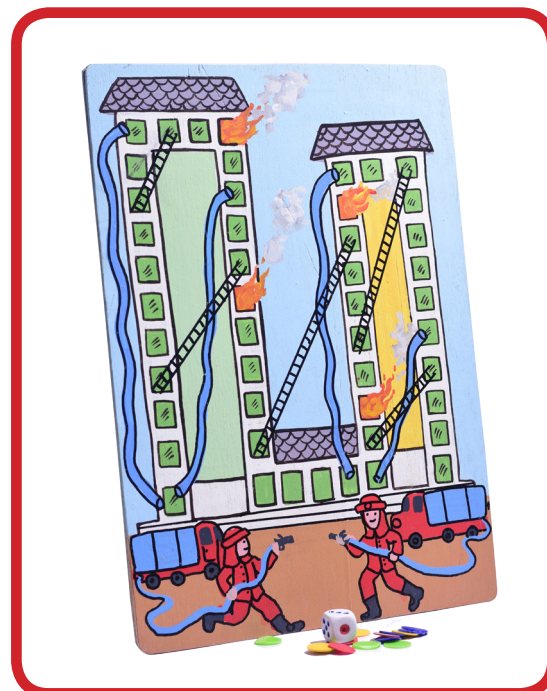
Aims:

- To learn number
- To follow the rules of the game

Players: 2+

Material: 1 board, 12 colored counters (of 4 different colors) and 1 die

Price: 5\$



COLORED BLOCKS



Age: 2+

Aims:

- To develop imagination and creativity
- To construct a house, a school, a temple, animal, people, and objects with the blocks

Players: 1+

Material: blocks (square, triangle, rectangle, semi-cicle shapes..)

Price: 10\$

Art and Culture



PLAY DOUGH



Age: 2+

Aims:

- To develop fine motor skills
- Reinforce creativity and imagination
- Help for stress relief, calming and soothing effects
- Possibility to learn colors and vocabulary by doing different shapes

Players: 1+

Material: play dough (made with flour, salt, oil, white aluminium). Choose the colors (red, yellow, orange, green)

Price: 3\$
0.5kg



Established in 2010, the Early Childhood Resource Center (ECRC), is jointly led by local association Krousar Yoeung and French NGO Enfants & Développement in close collaboration with the Ministry of Education, Youth and Sport. As recognized Early Childhood Care and Development expert, the ECRC provides trainings and quality pedagogical games allowing participants and clients to build capacity in the care and education of young children, and support them through their development. As a social business, the profits support early childhood and health projects implemented by the association Krousar Yoeung.

Jointly led by :



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