

Part of the
Fun with[™]
series.



Hours of Family Fun!

Horas de diversión para la familia entera!

Enhance your child's intelligence!

¡Estimula la inteligencia del niño!



www.aristoplay.com

HOW TO USE THE PRODUCTS

All the products are designed to integrate together and provide for hours of bilingual family FUN. Children who begin studying an additional language at an early age develop natural pronunciation, are less inhibited, and benefit measurably from the educational enrichment. It is a well-known fact that bi or multi-lingual children have the advantage in school, on standardized tests, in college admissions, and ultimately, in their careers! The products follow a kindergarten format in subject matter. Rhymes and repetition are used to encourage memory. When learning occurs, new synapses are formed and existing ones are strengthened. Research suggests that children learn a language by hearing words over and over again. Optimum brain development occurs in a rich and responsive language environment where children are exposed to a wide range of vocabulary.

THE VIDEO PRODUCTS ARE DIVIDED INTO TWO PARTS:

Stimulation – this takes place through the use of visual aides, repetitive verbal stimuli combined with a classical music background. This will help the child attain a passive state.

Participation – is achieved when the child repeats words and identifies objects, colors, shapes and numbers.



FUN WITH NUMBERS™ – DVD and VHS – Target age kindergarten/ pre-school

The video is designed as a FUN teaching tool, which will help a child learn to count from 1-20. The product teaches sequencing and associates a corresponding object with that number. Learning sequencing is an important factor in pre-reading skills. To enhance learning the video is broken down into groups of five numbers. Each group segment is separated by the

“Counting Hop” a review medley which helps the child to learn and comprehend.

- 1-5 body parts and animals
- 6-10 nature and animals
- 11-15 shapes and animals
- 16-20 fruit and animals

We recommend you teach in blocks of five. Also, use other items you may have that a child can count with.

Objective: To encourage development of multi-language and critical thinking skill by teaching children how to count in two languages bilingually. The product teaches number sequencing, verbalization, pronunciation and numerical understanding by identifying a familiar object in association with each number.

WORKBOOK

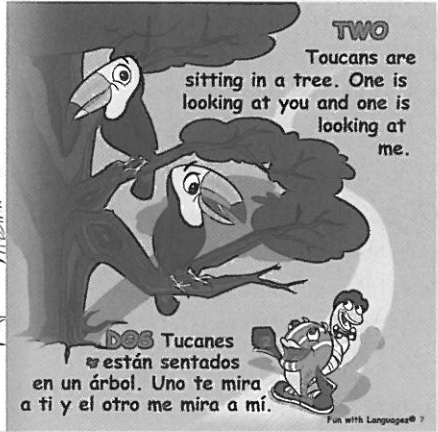
The combination of a picture book and coloring book encourages parents and teachers to get involved in the learning process by reading the words and rhymes to the child. This supports the verbal and object recognition skills. The graphics are presented as mirror images to provide a point of reference and offer positive reinforcement of objects, words and rhymes through interaction. The addition of the coloring aspect reinforces the learning message and involves children in the learning process. The workbook works well with the video or as a stand-alone product.

Objective: To develop word recognition, reading development, build a bilingual vocabulary; and incorporate verbalization skills, along with object recognition. It encourages a child's visual and motor developmental skills by pointing to pictures in workbook and

encouraging a child to color each picture while pronouncing that specific object's name and the color being used. This creates a strategic point of reference for a child to build on and replicate.

Suggested usage: Work one or two pages at a time. Read the rhymes out loud. Have the child identify the object in the picture by touching that object. Practice verbalization of that object with the child in both languages. If English is your primary language ask the question in English ? Can you find something





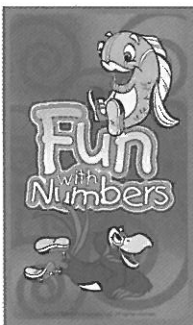
Red and then ask how you would say it in Spanish? Rojo. Be Enthusiastic! Have the child identify an object visually and verbally, and then color that item, eventually identifying and coloring the entire page. Practice with other items to instill verbalization and enhance the learning process.

CARDS

Children are naturally attracted to the bright colors, shapes, and animals found on our playing cards. These vivid designs can help stimulate a child's recognition of words and letters, colors, symbols, and numbers.

The most important developmental benefit of our card games requires children to interact and speak with each other, while thinking and problem solving. They learn to deal with the emotional consequences of their interactions including handling loss and being a polite winner.

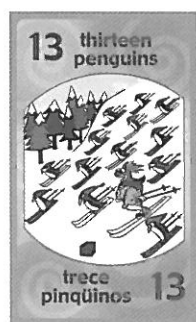
Our card games are easily taught by demonstration, explanation and verbal identification. It is important for children to touch the colors, shapes,



numbers and objects, while verbalizing the correct words. A child should be helped to play the first few rounds, with cards exposed and with verbal identification.

As with all the Fun with Languages products, it is important to ask your child questions regarding recognizable objects, colors, numbers and shapes where ever you are..

Objective: To develop social interaction, critical thinking, matching, pairing, motor skills, memory, negotiating rules, taking turns, card recognition, listening and speaking skills, and problem solving.



Fun With Numbers Rules

Contents: 84 total cards 4 of every number 1-20 and 2 bird and 2 fish cards

Players: 2-6

Fast Fingers

*LEVEL 1

Use all the cards numbered 1-10 plus the 2 Bromley (fish) and 2 Cotica (bird) cards; Total cards 44.

Educational Objective: Number recognition, sequencing, pronunciation, motor skills, group interaction, good sportsmanship and self-esteem.

Game Objective: Be the first player to collect all 4 of the same number in your hand and grab one of the picture cards in the center of the table to be a winner. Continue to eliminate players each round until only one winner remains.

How to Play: Shuffle the deck and deal out 5 cards face down to each player. Place the rest of the deck next to the dealer in a neat pile face down. Place the picture cards in the middle of the table face up. Always have one less picture card than players. With four players, layout (deal) 3 picture cards, with three players' layout (deal) 2 cards, with 2 players deal 1 picture card. Everyone looks at their cards to see what numbers they have. Now you must decide what numbers to try and collect. Do not tell the other players which numbers you are looking for. The dealer takes one card from the draw pile and decides to keep the card or pass it for another card in the hand of the player to the left. That player may then decide to keep the card or pass it to the player on the left and so on, until it gets back to the dealer. The last person before the dealer must decide which card to discard in the dump pile. The dealer then picks up another card and the game goes around again until someone gets four of the same card and grabs for one of the picture cards. This will cause excitement for everyone and increase concentration as everyone grabs for the picture cards in the middle. The person who does not get a picture card in that round is out. Shuffle cards and remove one picture card in each round. Each round is played until we have one winner.

HIGHER LEVELS

Use entire deck of cards #1-20.

The dealer deals out 7 cards to all players.

The pace is determined by the age group playing and the dealer. The dealer does not have to wait until card reaches the dump pile to pass more.

Remember!! COTICA & BROMLEY

Numbers matching game

Educational Objective: Sequencing, memory skills, number recognition, motor skills, multi-language learning, letter recognition and concentration skills.

LEVEL #1

Use all 4 of the number cards 1-10 and one Bromley and one Cotica card.

Game Objective: Use memory to match the most numbers without picking the Bromley or Cotica card. The player who has the most matches wins.

How to Play: Place all cards face down in the center of the table or floor creating rows of cards forming a square. Youngest player goes first and turns over two cards. If the numbers match, (or animals) they must say the number and pick up the matching cards. Place the matching cards in front of you and take another turn. If the numbers do not match turn the cards back over and the turn moves to the next player on the left, who then turns over two cards. If a player turns up a Cotica Bird card or a Bromley Fish card you lose a turn

unless you match them both during the same turn. If you match Bromley and Cotica you can go again. The game continues until all cards are matched. Count your matches to see who the winner is.

HIGHER LEVELS

Use all the cards.

If a player turns over the Cotica Bird Card or the Bromley Fish Card, that person must match another similar card to stay in the game otherwise -The game ends for that person... They are now out and game continues until there is only one person left. So be careful!

GO BROMLEY!!

Educational Objective: Listening skills, memory retention, concentration, number recognition, pronunciation, motor skills, group interaction, taking turns, team play and bilingual skills.

LEVEL #1

Use all cards numbered 1-10 and all 4 picture cards.

Game Objective: To collect the most matches by the end of the game.

Shuffle all the cards. The dealer distributes 5 cards face down to each player if three to six players are involved. With only two players, seven cards are dealt to each. The remaining cards are placed in a pick up pile in the middle of the table. Players look at their cards and sort any number or animal matches. If you have a match, discard the match face up in front of you. We encourage you to verbalize the numbers and animals of the match(es) you lay down. Beginning with the youngest player, ask any other player if they have a particular number or animal card. Example: "Do you have any fours?" If the player they asked has a four they must hand it over to the person asking. If the player asked gives you one or more cards, you get another turn. If the player does not have the appropriate card, that player must say "Go Bromley". You then draw the top card from the pick up pile. If you draw the card asked for from the pile, show the card to the other players, and lay down the match and you get another turn. If the card does not match, you keep the card and play proceeds clockwise to the next player.

Play continues until someone runs out of all cards. Count up the matches and the player with the most matches wins. The Cotica Bird Card and Bromley Fish Card are worth 2 matches, double points. Have fun and good luck!

HIGHER LEVELS

Rules are same as above, only use the entire deck all 84 cards # 1-20



TALICORTM
Aristoplay[®]

Aristoplay, Ltd. • A Division of Talicor, Inc.
901 Lincoln Parkway • Plainwell, Michigan 49080
Made in USA • Item No. 325

©2007 Fun with Languages, LLC. All rights reserved.