

12cm Curved-edge Dice



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I. Contents:

1 dotted blue die (with curved edges)

1 numbered red die (with curved edges)

A. Material :

EVA foam

B. Size:

12cm dice

II. Instructions

A. Ages:

3 to 4

B. Object:

To learn how to start easy counting at a tender age. The curved edges and soft materials also make it safer, and easier to grasp and roll. Parents can spend more quality time with their children and help them learn to count as well.

C. Games:

1. Numbers

Toss the numbered die and call out the number. Teach the child to recognize numbers.

2. Counting

Toss the dotted die and count how many dots. Call out the number of dots seen.

3. Addition

Roll the numbered and dotted dice together and add the number of dots rolled out to the number rolled out, and vice-versa. Call out the answer.

4. Touch Test

Roll the two dice together and ask the child to touch the die for the number or the dots you call out. For example, if a '2' on the numbered die is rolled out and '4 dots' on the dotted die are rolled out and 4 is being called out, the child will have to touch the dotted die. This will help the child to recognize the numbers as well as count the dots fast.

5. Match Test

Roll the dotted die. Count the dots rolled out. Take the numbered die and ask the child to touch the number that matches the dots, and vice-versa.

6. Bigger or smaller

Roll the two dice together and ask the child to touch whichever die has the bigger number. Then the same process can be repeated for the smaller number.

7. Jump forward or backward

Roll the two dice together. Jump forward the number of steps, according to the number rolled out on the numbered die (The steps according to the dots or the number of the dice that face up) and jump backward the number of steps, according to the number of dots rolled out on the dotted die. The game can be alternated by jumping backward the number of steps, according to the number rolled out on the numbered die and jumping forward the number of steps, according to the number of dots rolled on the dotted die.

8. Even and odd numbers

Make a starting and finishing point. Have 2 players to start the game together. Ask the children to move only one small step at a time. Roll one of the dice. If the number or the number of dots is an even number, move 2 steps forward. If the number or the number of dots is an odd number, move 1 step backward. The person to reach the finishing point first is the winner.