

- GAME 6 The rapido game

- Place the puzzle pieces with the first syllable on the table, with the picture facing up.
- Place the rest of the puzzle pieces face down in a pile. That's the pot.
- The youngest player starts and takes one piece from the pile and says, for example: "trum".
- The first player that finds the corresponding syllable, shows the piece and says: "pet".
- He wins both cards and it's the next player's turn.
- The player with the most complete puzzles wins.

Grow with Jumbo

With the series 'I learn...' children exercise certain skills in a fun way. The games are developed in collaboration with professionals and are in line with the school curriculum and perceptions of the child. A matching game for all ages. Practice at home what you will soon learn at school!

My first learning game **1+**

Develop basic skills **2+**

Preparing for Reception **3+**

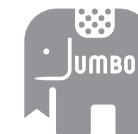
Preparing for primary school **4+**

Primary school • Year 1 **5+**

Primary school • Year 2 **6+**



syllables



With 'I learn syllables' children learn in a fun way to recognise letters, name syllables, make words and increase vocabulary. Once children reach four years of age, they begin to learn about letters and read words. Learning to split words into different syllables is a big step towards learning to read words. 'I learn syllables' is designed to support this in six games, to be played alone or together. Practice what you learn at school, at home!

• Contents

20 puzzles with 1, 2, 3 or 4 syllables.

Word with 1 syllable:
car

Words with 2 syllables:
rock - et
ro - bot
ham - mer
ti - ger
par - rot
jack - et
trum - pet
tur - tle
sand - wich
cof - fee
chick - en
rab - bit
rob - ber

Words with 3 syllables:
pine - ap - ple
la - dy - bird
croc - o - dile
sub - ma - rine
mo - tor - bike

Word with 4 syllables:
hel - i - cop - ter

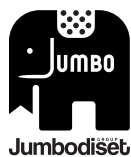
The image to be reconstructed



Self-correcting: with the coloured strip

The syllables

Preparing for primary school **4+**



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For parents

These instructions are mainly intended for parents since the children will need some supervision in the beginning to understand the exercises. It is therefore important that you explain what they need to do before starting a game.

The cards follow a logical sequence, becoming progressively more difficult. It is advisable to start with game 1.

• Playing alone

- Before you start, show the complete puzzles to the child. This way he/she can become familiar with the different words.
- Only choose a few puzzles with two-syllable words to start with. Set aside the others for the time being. Once your child is familiar with these words, you can include the other puzzles as well.

- GAME 1 Discover the syllables

- Spread the puzzle pieces on the table, with the image facing up.
- At his/her own pace, the child will look for the syllables to form a word. He makes the puzzles and says for example: 'The word 'car.' consists of only one piece (syllable) and the word 'hel-i-cop-ter' consists of four pieces (syllables)'. This way you can discover all the words with the child.
- To learn to recognise the syllables you can practice with the child by clapping to the different sounds. For example: clap twice for the word 'rock-et'.

- GAME 2 The sounds game

- Place the puzzle pieces on the table, with the picture facing up.
- Ask the child to find a puzzle piece with the sound 'et':
 - "You can hear the sound 'et' in the word 'rocket', but also in 'jacket'.
- Ask the child to find a puzzle piece with the sound 'hel':
 - "You can hear the sound 'hel' in the word 'helicopter'.
- Ask the child to think of more words the sound 'hel':
 - "You can hear the sound 'hel' in the word 'hello', but also in the word 'helmet'.

Extend the game:

- Let the child find things in their surroundings with other sounds.
- Look for something with the sounds: 'ta' (e.g. table), 'ap' (e.g. apple).

- GAME 3 The rhyme game

- Choose a puzzle piece, for example 'car'.
- Ask the child to find a word that also rhymes with 'car'.
 - "The word 'car' rhymes with 'star', and also with 'far'."

• Playing together

For the next three games, only use twelve two-part puzzles. Put aside the other complete puzzles.

- GAME 4 The word game

- Share the puzzle pieces with the first syllable between all the players.
- Place all the puzzle pieces (those showing the second syllable) face down on the table, with the white side facing up.
 - If you play with 4 people, each player gets 3 pieces.
 - If you play with 3 people, each player gets 4 pieces.
 - If you play with 2 people, each player gets 6 pieces.
- Place the rest of the puzzle pieces (those showing the second syllable) face down on the table, with the white side facing up.
- The youngest player starts and turns over one puzzle piece of his/her choice and shows the image to the other player(s). Does the image belong to one of his syllables? Then the player can keep the puzzle piece and turn over a new piece.
 - If the player turns over a piece that does not belong to one of their syllables, the piece has to be placed back (with the white side facing up) and it's the next player's turn.
 - The player with the most complete puzzles wins.

- GAME 5 syllable memo

- Place all the puzzle pieces face down on the table
- The youngest player starts and turns over two puzzle pieces of his/her choice and shows the images to the other player(s). Do the pieces belong together? If so, the player can make the puzzle and turn over two new pieces.
 - If the player turns over two pieces that do not belong together, both pieces are placed back (face-down) and it's the next player's turn.
 - The player with the most complete puzzles wins.