



Owen and the little flowers!

The "Save the Woods" collection opens with Owen the squirrel. Like all the animals in this story, Owen deals with trash that pollutes the woods and covers his beloved flowers. The games in this chapter are concerned with concentration and visual memory: kids are asked to identify cards with the same flowers.

Subjects

Engineering (Visual-spatial intelligence)

Social skills introduced

Collaboration
Respect for the environment

Further information

Some games are useful for enhancing visual memory development which is the ability to recall previously seen information. Visual memory requires a big cognitive effort, but the playful aspect can help training and strengthening this skill.



Suggested age
3-4 years

Difficulty of game
★★★★

Learning objectives
- Visual memory

