



Pamela and John Score a Goal!

In this episode of the Oceanics the octopus John and the squid Pamela are intent on challenging each other in a game of water polo. Unfortunately, the athletes have the wrong numbers and symbols on their swimming caps and so the race cannot start. The proposed activities invite children to identify and correct mistakes.

Subjects

Mathematics
Engineering (Visual-spatial intelligence)

Social skills introduced

Friendship

Further information

Visual-spatial intelligence is a type of cognitive ability that is important in the development of kids because it allows them to select and control the stimuli collected from the surrounding environment. A playful context and captivating stimuli can be good premises for educating kids in visual attention and logical reasoning.



**Suggested
age**

4-5 years

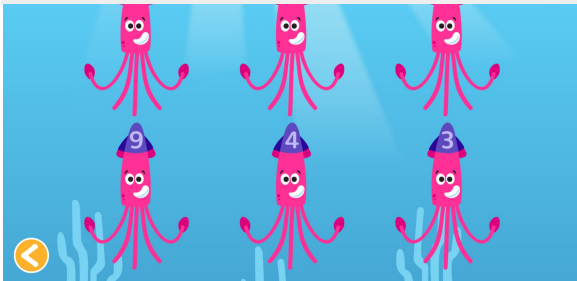
**Difficulty
of game**



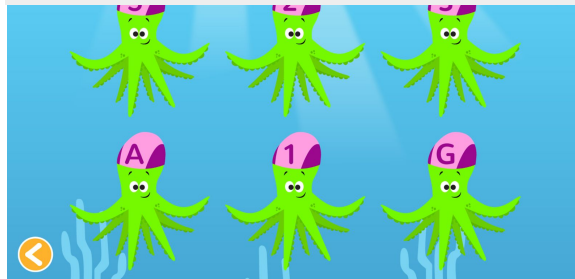
Learning objectives

- Visual attention
- Writing exercises: numbers

Find which one does not belong! Which swimming cap was swapped by mistake?



Which swimming cap was swapped by mistake?



Which numbers were written badly?

