



Josh and Frank the Jumpers!

The time has come for the jumping contest in the great Oceanics competition and Frank and Josh prepare the platforms to compete. The interactive games invite kids to stretch the tracks or to find out which of the fish jumps farthest, thus practising some mathematical operations.

Subjects

Mathematics
Engineering (Logic)

Social skills introduced

Friendship

Further information

Counting is one of the skills that can already be learned in kindergarten. Playful and didactic activities involving numbers and mathematical operations are useful for the development of numerical intelligence in children.



Suggested age

4-5 years

Difficulty of game

★★★★☆

- Learning objectives**
- Addition
 - Subtraction
 - Logical reasoning

Extend the track by 1/2/3 eels

3 + 2 =

2 4 3 1 5

Shorten the track, remove 1/2/3 eels

4 - 1 =

4 5 1 2 3

How many eels did the globe fish jump fewer/more than the clown fish?

3 2 1 4 5