Smart tales

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

Smart tales

3+

Smart GAMES

Suggested age	Difficulty of game	Learning objectives
3-4 years	★★☆☆	- Logic relationships between objects

Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logical associations
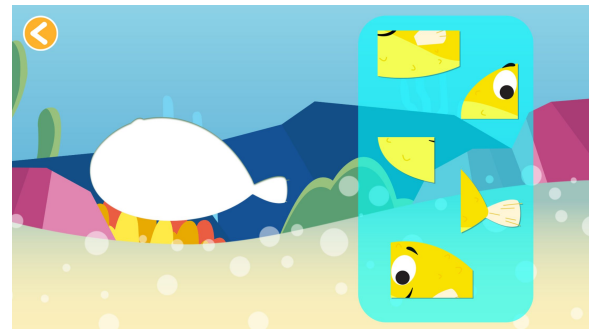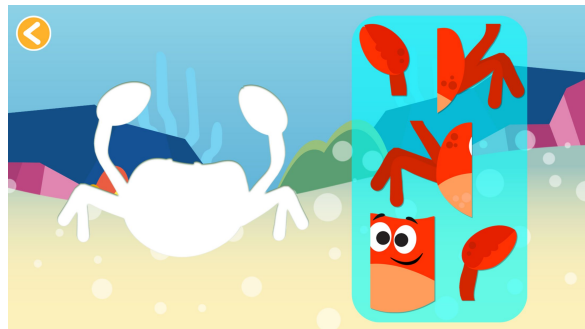
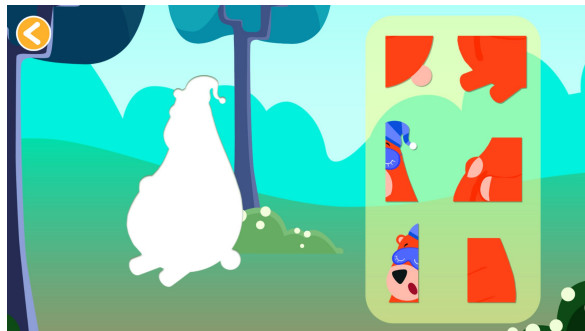# Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

Smart tales

4+

Suggested age	Difficulty of game	Learning objectives
4-5 years	★★☆☆	- Visual attention

Suggested age

3-4 years

Difficulty of game

★★☆☆
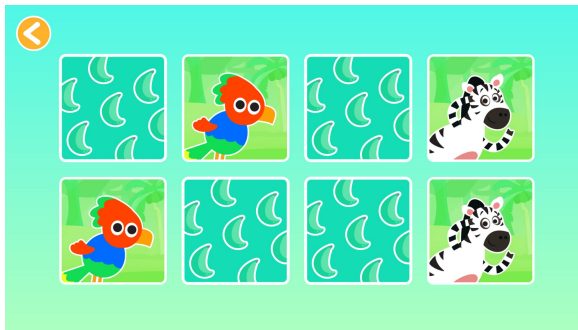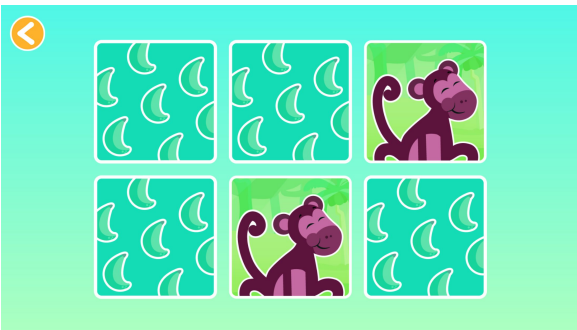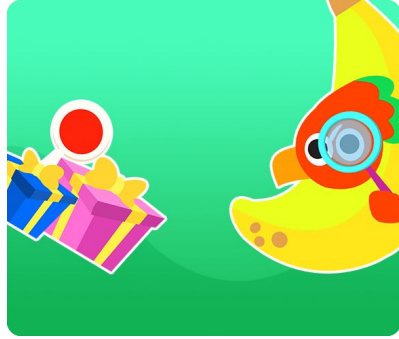
Learning objectives

- Visual attention

Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Suggested age

4-5 years

Difficulty of game

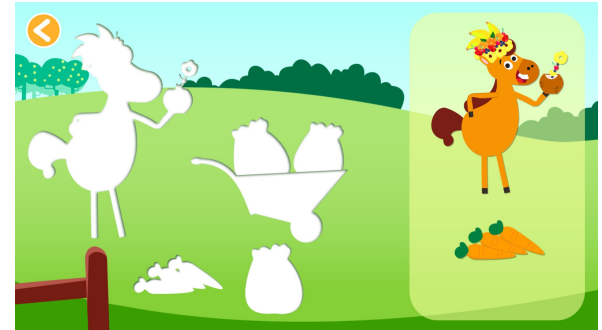★★★☆

Learning objectives

- Visual memory

Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects
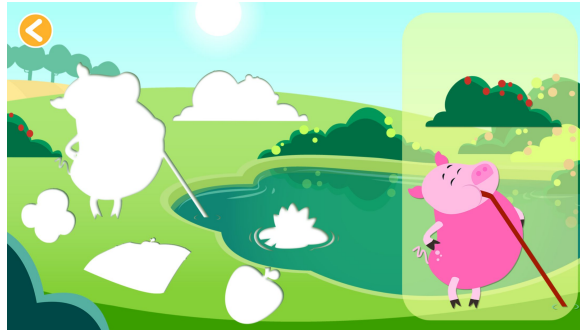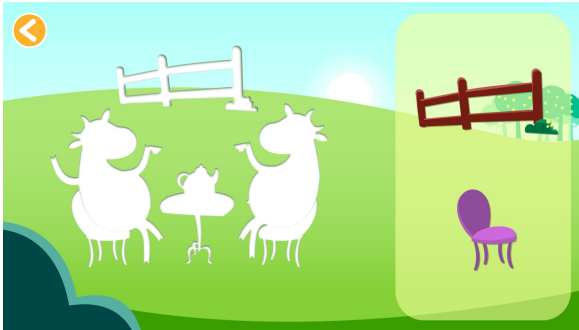
3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects
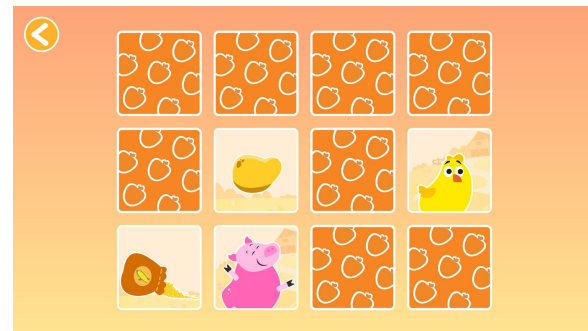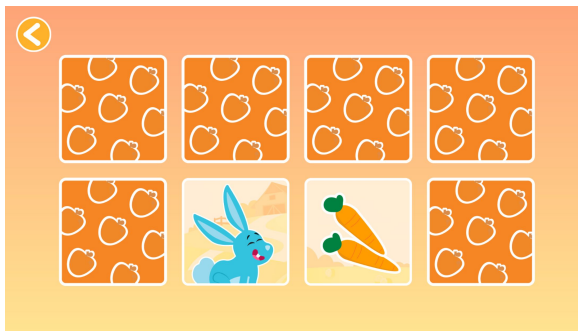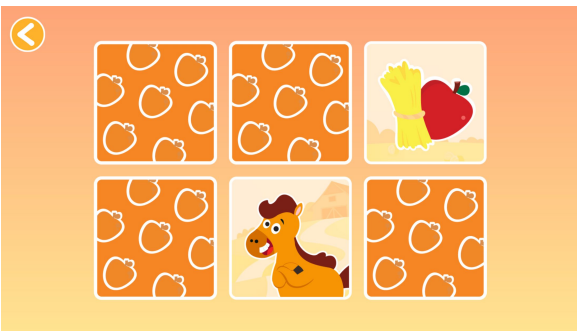
4+

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Smart tales

4+

Suggested age

4-5 years

Difficulty of game

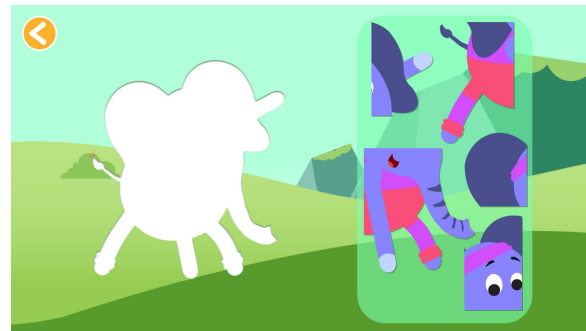★★★☆

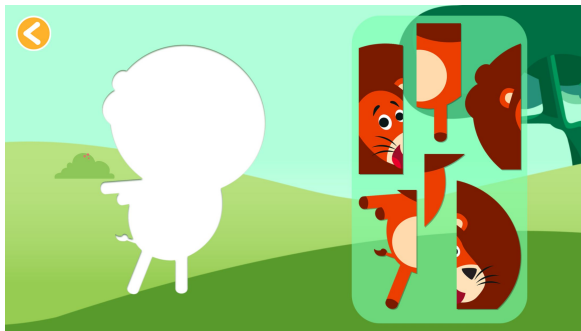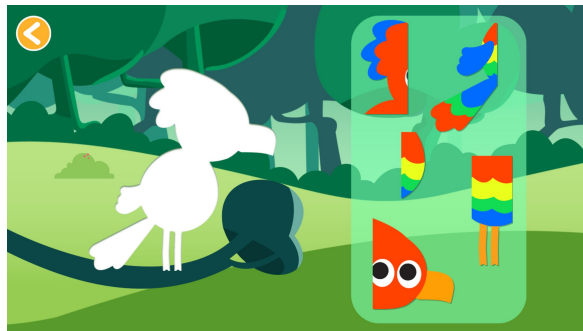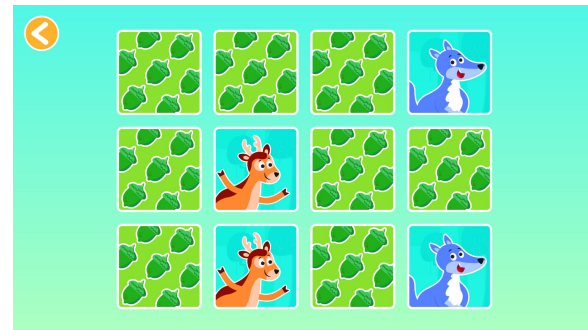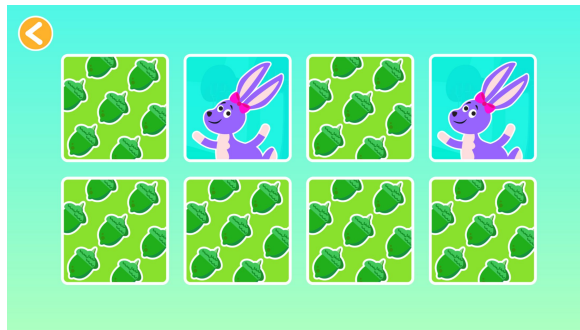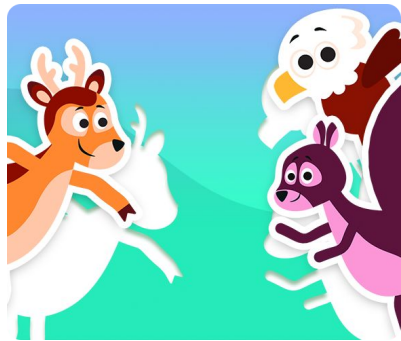## Learning objectives

- Visual memory

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

Smart tales

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Smart tales

4+

Smart GAMES

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆
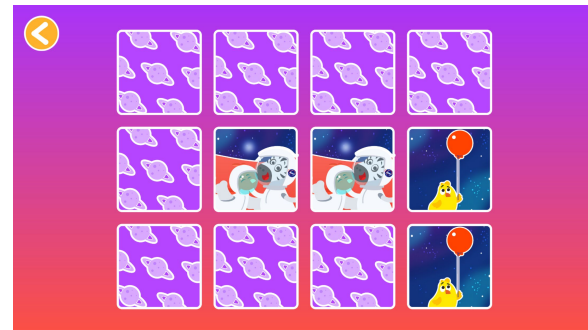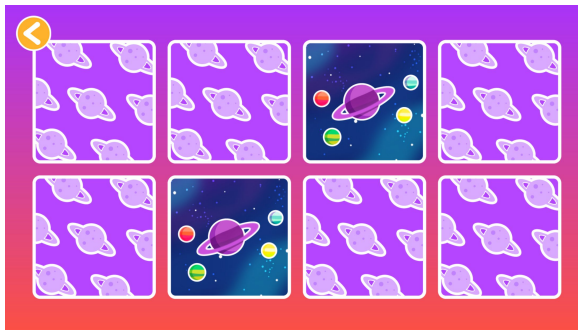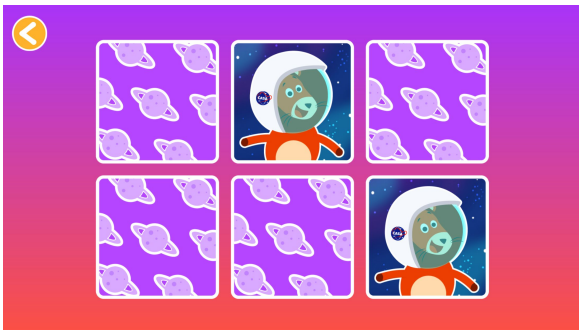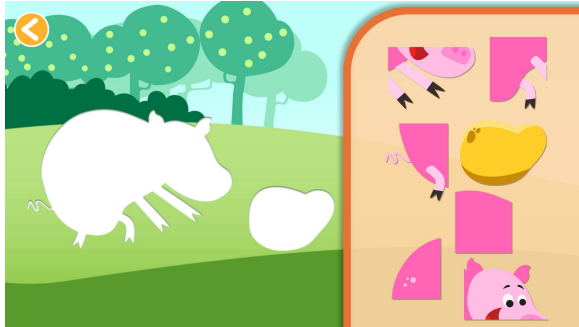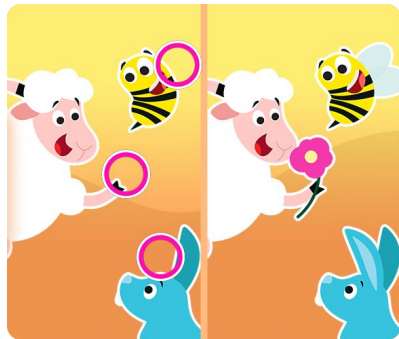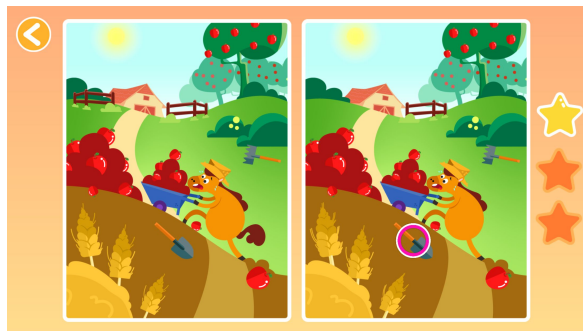
Learning objectives

- Logical reasoning
- Logical associations
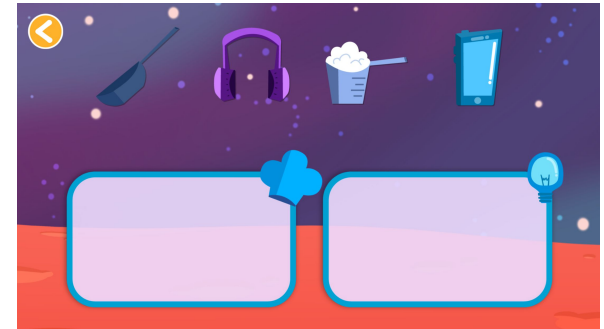
Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Smart tales

3+

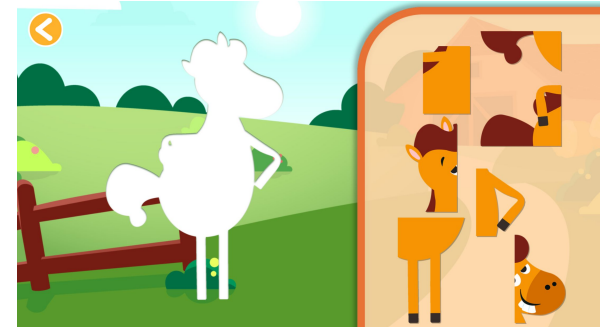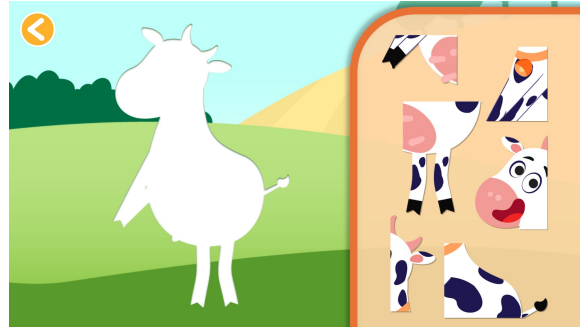## Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Find Pip the pig!

Suggested age

3-4 years

Difficulty of game

★★☆☆
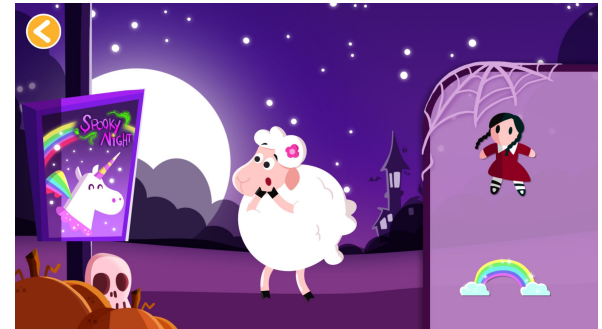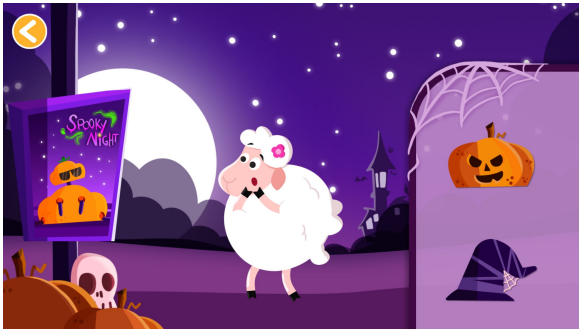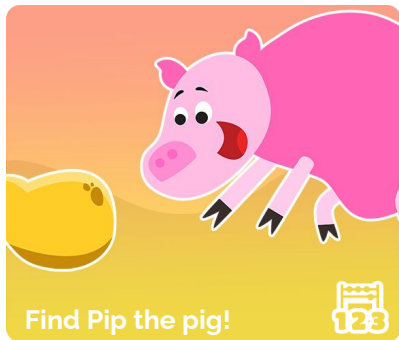
Learning objectives

- Simple shape recognition
- Color recognition

What shape are Pip the Pig's eyes?

Colour the pig and the tree.
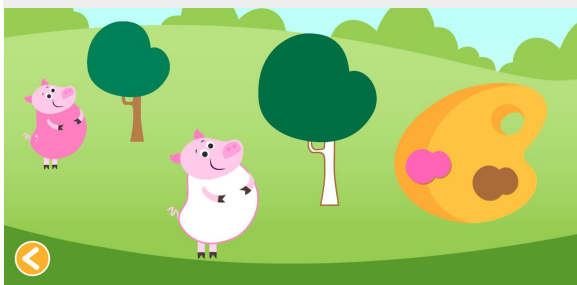
Fill in each shape with the right colour.
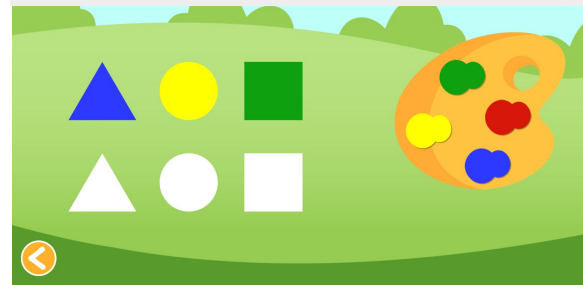
THE FARM

Find Sue the Cow!

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Simple shape recognition
- Color recognition

Colour the white shape
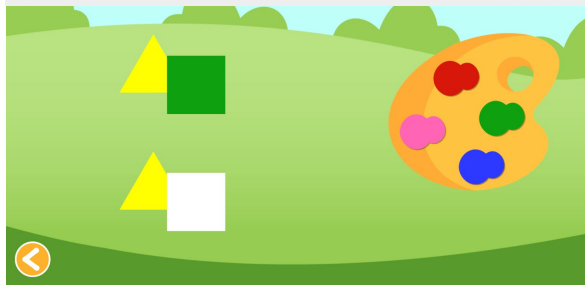
Colour the white shapes.
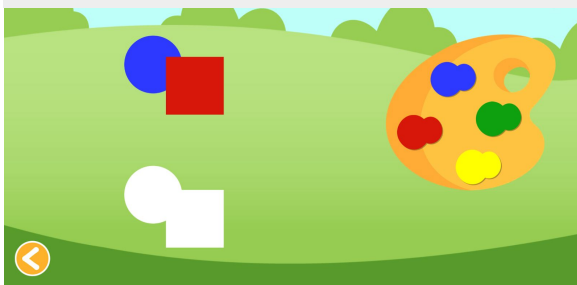
Which shapes are in the picture?

Where is Jeff the Horse?

Suggested age

3-4 years

Difficulty of game

★★☆☆
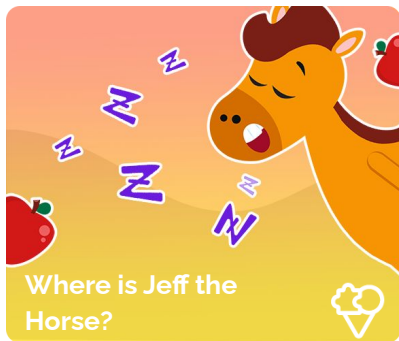
Learning objectives

- Perception of dimensions (tall-short, long-short, big-small)

Who's shorter/taller between the sheep and the horse?
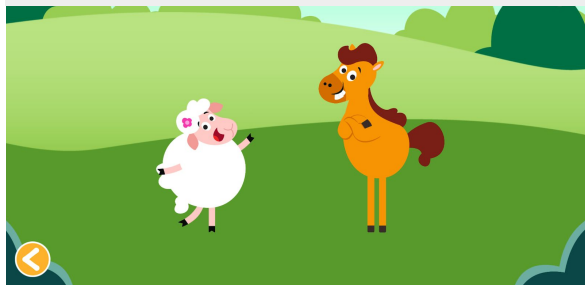
Which animal has the shorter/longer legs?
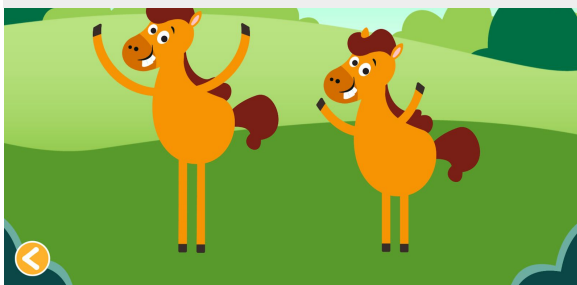
Which pig has the smaller/bigger belly?

Smart tales

Where is Melvin the Rabbit?

Suggested age

3-4 years

Difficulty of game

★★☆☆
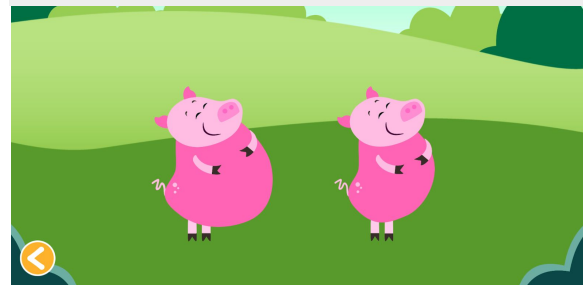
Learning objectives

- Logical relationships between objects (jigsaws, stickers)

Put each shape in the right place.

Move the rabbit and his food onto their shadows.
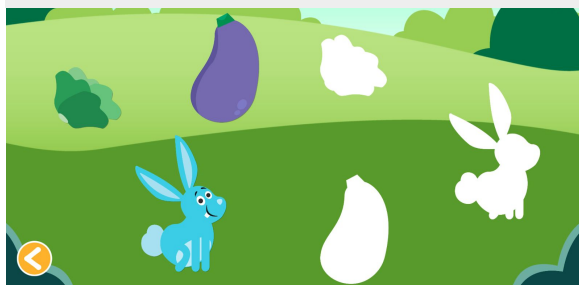
Solve the puzzle

Smart tales

4+

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Visual memory

![Smart Tales logo]

Where is Shari the Sheep?

Suggested age

4-5 years

Difficulty of game

★★★☆
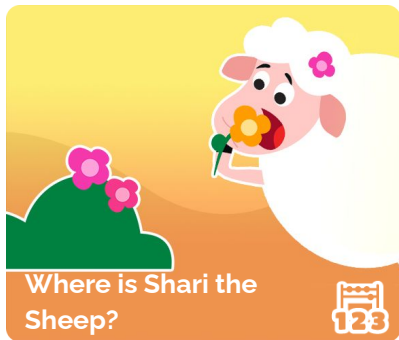
Learning objectives

- Counting

Let's count to 3!
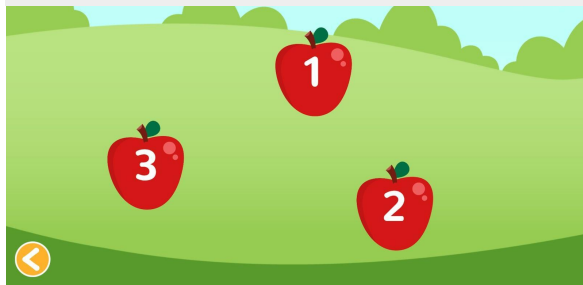
How many sheep are in the flock?

1 3
2 4

How many black sheep are in the flock?

1 3
2 4

Smart tales

Where is Claire the Chicken?

Suggested age

4-5 years

Difficulty of game

★★★☆

Learning objectives

- Counting

How many chicks do you see?

4 2

3 1
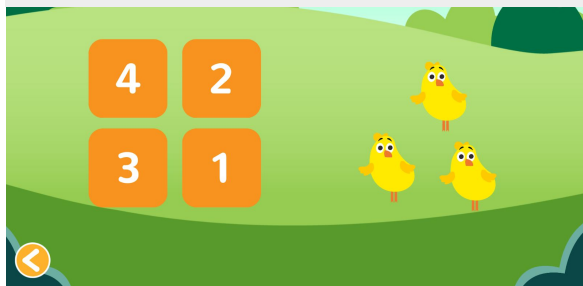
Put only 3/4/5 chicks inside the fence.
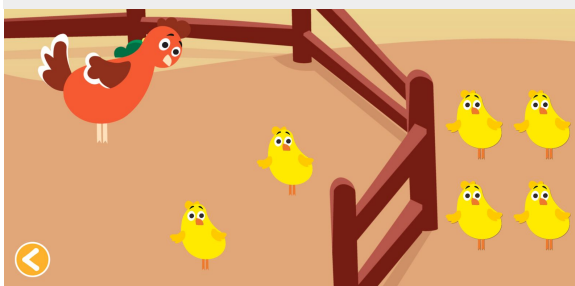
Claire laid 10 eggs. Put 4 eggs in the red basket and 6 eggs in the orange one.

4

Suggested age

3-4 years

Difficulty of game

★★☆☆
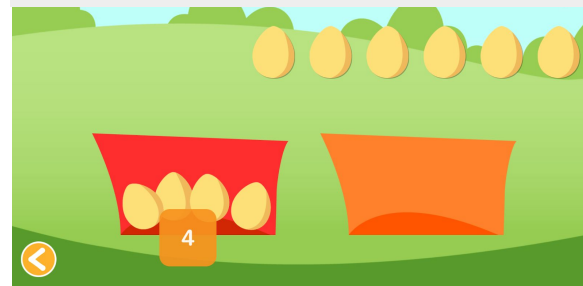
Learning objectives

- Fine hand motor skills

The tigers have lost their stripes! Trace the shapes to make their stripes come back!

Did you know that every tiger has their own unique stripe pattern?

Curiosità

Did you know that every tiger has their own unique stripe pattern?

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logic relationships between objects

Ants can carry 50 times their own weight, and they work together in groups to move even bigger things.
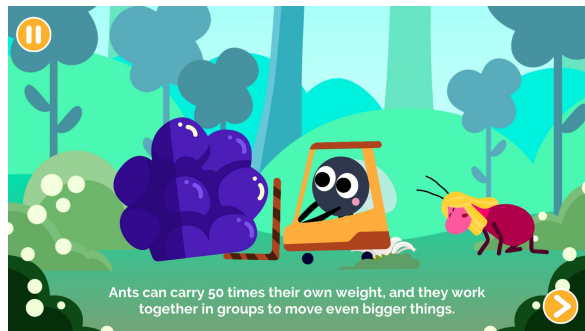
Drag the ants to the correct places so they can move the big object

Curiosità

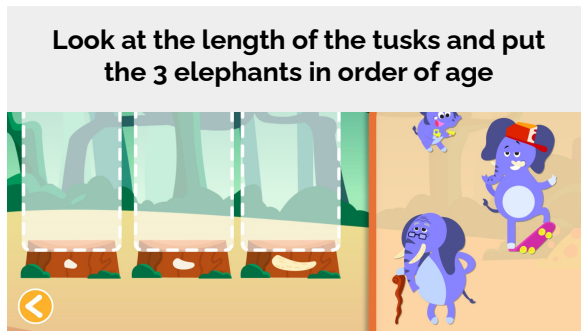Ants can carry 50 times their own weight, and they work together in groups to move even bigger things.

Smart tales

3+

Suggested age

3-4 years

Difficulty of game

★★☆☆

Learning objectives

- Logical reasoning
- Perception of dimensions

Elephant tusks never stop growing! Really long tusks show a really old elephant.

Look at the length of the tusks and put the 3 elephants in order of age

Curiosità

Elephant tusks never stop growing! Really long tusks show a really old elephant.