

Smart Tales

4+



Lord Thomas

Lord Thomas is a one-of-a-kind snake: always elegant and refined, he loves order and cleanliness. In this rhyming tale his aim is finding and organizing all the presents he lost in the jungle during a storm. Interactive games are based on visual attention and visual-spatial skills.

Subjects

Engineering (Visual-spatial intelligence)

Social skills introduced

Friendship
Accepting others

Further information

Visual-spatial intelligence is a cognitive ability to be acquired and trained in pre-school age; identifying the spatial relationships between objects helps kids to interact more confidently in the world around them, relating properly to others and to other objects.



Suggested
age

4-5 years

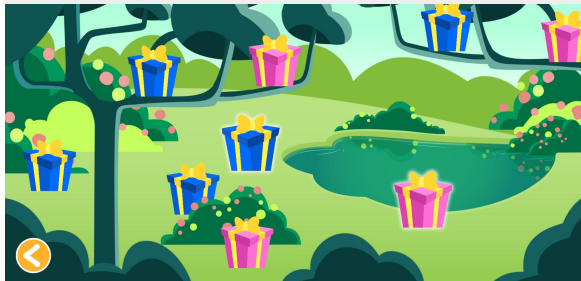
Difficulty
of game



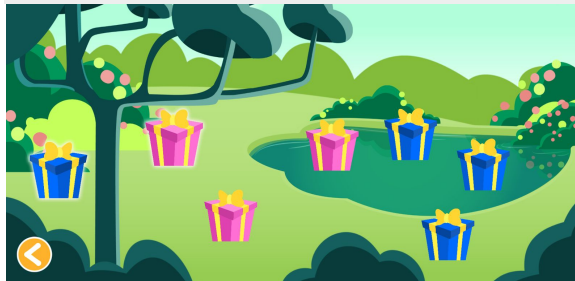
Learning objectives

- Spatial perception
(above-below, inside-outside,
behind-in front)

Find the gifts that were blown onto/under
the trees



Find the gifts that were blown into/out
of the lake



Find the gifts that were blown behind/in
front of the bushes

