1. Name of the product
Maxi-Memory Pets

2. Product code
25510420

3. Colour
As illustrated

4. Short description
This memorial contains real images on large maps of all kinds of animals. Train the memory and promote the development of observation and concentration.

5. Content
- 35 x play card

6. Sensory stimulations
Sight

7. Instructions
Game system: memory
Familiarising ourselves with the inventions
Step 1: Put all the cards face up and match the inventions. The colour frame can help to associate pairs.
Step 2: Once paired, all the chips are mixed and placed face down on the table.
Step 3: In turns, two chips are turned over. If they are a pair, we keep them and continue turning around two more cards in search of more pairs. If they are not, we will leave them face down in the same place. Pass the turn to the next player.
Step 4: The game is played until there are no more cards left on the table. Then each player counts their pairs, and the winner is the one with the most pairs.

How has each invention envolved?
Analyzing the differences and similarities which exist in each invention, in its old version and its modern version. You can consider characteristics such as the size, shape, colour, material that it is made of, if you have added or subtracted functionalities, etc.

Classifying:
Group the inventions according to some characteristic they have in common: they are means of transport, if they serve for hygiene, they serve to help us communicate, etc.

Structuring language:
Constructing sentences related to the inventions which appear on the cards.

Advantages:
Naming the advantages which each invention has brought to life, and imagining and describing what the world would be like if that invention did not exist.

Languages:
With this game you can also work on all the vocabulary associated with inventions in other languages.

8. Additional information

- The recommended age is 3 years and older.

9. Technical information

Size:　　　　9 x 9 cm

For more information, you can visit our website **www.nenko.com**