



### SNAP GAME - BEGINNERS

**90SGBEG.....20.05.....22.06 IncGST**

Snap For Beginners contains 160 laminated cards, divided and coded into two sets. Ideal for the development of pre-reading skills, the cards are perfect as a sorting and matching activity for children ... or if you prefer ... small groups can have lots of fun playing Snap, Fish or Concentration ... games that will enhance their social, language, memory, concentration, visual recall and discrimination abilities.



### SNAP GAME - CONSONANT

**90SGCON.....20.05.....22.06 IncGST**

Play Snap, Fish or Concentration or use as a matching activity. Pack A 80 cards based on words beginning with the following consonant sounds b, c, d, f, g, h, j, k, l, m, n, p, q, r, s, t, v, w, y, z. Pack B 80 cards based on words ending with the following FINAL consonant sounds b, d, k, m, t, f, g, l, n, p, s, x.



### SNAP GAME - BLENDING CONSONANTS

**90SGBLE.....20.05.....22.06 IncGST**

Blending Consonant Snap has two sets of 80 durable playing cards for group or individual activity. Watch the fun as your children find the eight cards for each of these 20 common sound families, or busy themselves playing Snap, Fish or Concentration. Sound families are: bl, br, ch, cl, cr, dr, fl, fr, gl, gr, pl, sh, sk, sl, sn, sp, st, sw, tr, wh.



### SNAP GAME - DOUBLE SOUNDS

**90SGDOU.....20.05.....22.06 IncGST**

Harder Sounds To Snap will provide plenty of fun for the children as they find the eight cards for each of the 20 'Sound Families' or busy themselves playing Snap, Fish or Concentration. Sound families –ai, ar, au, aw, a-e, ea, ee, er, ey, ir, i-e, oa, oo(as in hook), oo, (as in moose), or, ou, ow, (as in cow), ow, (as in bow), o-e, ur.



### SNAP GAME - RHYMING

**90SGRHY.....20.05.....22.06 IncGST**

Read, say and listen. If the cards are from the same rhyming family...SNAP! Listening and rhyming skills can be improved as the children play Snap, Memory or Fish. Also ideal for a quiet matching activity.



### SNAP GAME - SIMPLE SENTENCE

**90SGSIM.....20.05.....22.06 IncGST**

Simple Sentence Snap is designed to help children improve their comprehension and word recognition skills as they vie to be the first player to SNAP whenever a sentence card and a picture card match. This game can also be used as an individual activity with the child matching the 40 simple sentences to the correct pictures.



### SNAP GAME - BASIC SIGHT WORD

**90SGBAS.....20.05.....22.06 IncGST**

The clear illustrations will provide valuable picture clues for children who are learning to recognise common sight words. Use with small groups as a fun, fast SNAP game or as a sorting and matching activity for individual students.



### SNAP GAME - YES OR NO

**90SGYES.....20.05.....22.06 IncGST**

Be careful... if you SNAP at the wrong time... you must miss a turn! An ideal activity for young readers who have a basic sight vocabulary. This game will help improve reading fluency, comprehension and word recognition skills. The picture clues will help the children to read each sentence and then decide... is the correct answer YES or is it NO? Yes or No Snap can also be used as an individual activity.



### BEAT THE BEAR BINGO - INITIAL CONSONANTS

**90LBB.....20.70.....22.77 IncGST**

Beat The Bear is played in a similar manner to traditional Bingo. Providing a delightful way for beginner readers to reinforce their recognition of the following single sounds – b, c, d, h, l, m, p, r, s, t. Contents include, four durable wipe clean mats, measuring 25cm x 33.5cm and 81 durable playing cards. Instructions translated in 8 languages. Each.



### BEAT THE ELEPHANT BINGO-BLENDING CONSONANTS

**90LBE.....20.70.....22.77 IncGST**

Beat the Elephant is played similar manner to traditional Bingo . Providing a delightful way for beginners readers to reinforce their recognition of the following initial consonants – br, cr, cl, dr, gr, sk, sl, sp, st, tr. Each.



### BEAT THE FROG BINGO- RHYMING WORDS

**90LBF.....20.70.....22.77 IncGST**

Simple phonetic words have been used for this delightful rhyming game. Ideal for early readers . Beat the frog is based on 104 words from the following families- ip, ock, og, op, ug. Who can complete their board first? One of the three players or the frog? Who will win the game? Played in the same manner as traditional lotto. Each.



### BEAT THE TIGER BINGO- DOUBLE SOUNDS

**90LBT.....20.70.....22.77 IncGST**

Beat the Tiger is played in a similar manner to traditional Bingo. Providing a delightful way for the beginner readers to reinforce their recognition of common double sounds :ai, ar ,a-e. ea, ie, i-e, ir, oo, ow, ur. Contents include four durable wipe clean mats measuring 25cm x 33.5cm and 81 durable playing cards stored in a sturdy storage box. Instructions translated in 8 languages. Each.



**BLENDING CONSONANTS DESK GAMES****90BCDG.....23.79.....26.17 IncGST**

This set includes 3 desk games teaching blending consonants: Sounds Ahoy, Rabbit Race & Racing With Blends. 3 durable wipe clean mats able to withstand the busiest classroom. Movers & dice for all games. Set of 3.

**DOUBLE SOUNDS DESK GAMES****90DSDG.....23.79.....26.17 IncGST**

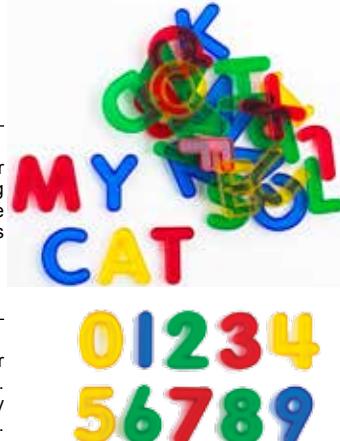
This set includes 3 desk games teaching double sounds: Sea Sounds, Space Race & Sounds In Space. 3 durable wipe clean mats. Movers & dice for all games. Set of 3.

**INITIAL CONSONANTS DESK GAMES****90ICDG.....23.79.....26.17 IncGST**

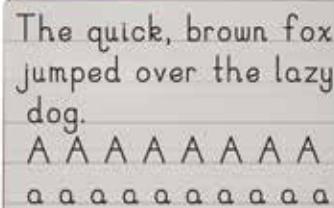
This set includes 3 desk games teaching initial consonants: Circus Sounds, Lion Race & Dinosaur Dance. 3 durable wipe clean mats. Movers & dice for all games. Set of 3.

**TRANSPARENT LETTERS****90TRL.....13.50.....14.85 IncGST**

These plastic, uppercase letters are ideal for developing letter recognition and for learning the order of the alphabet. They would be perfect to use with the light panels. Letters measure 5cm high. Set of 26 pieces.

**TRANSPARENT NUMBERS****90TRN.....6.35.....6.99 IncGST**

These plastic numbers are ideal for number recognition, counting and sequencing. Made from quality transparent plastic. They would be perfect to use with light panels. Measuring 5cm high. Set of 10 pieces.

**WHITEBOARD WITH DOTTED THIRDS****90WBDA3.....6.25.....6.88 IncGST**

This board is made of high quality MDF wood. It has rounded corners for safety. Supplied wrapped for protection. 24mm dotted thirds are pre-printed on it. It's an ideal helper for young kids to learn upper case and lower case writing. Each.

## Numeracy

**CONNECTING CAMELS - STARTER KIT****90CAMST.....18.75.....20.63 IncGST**

Starter pack of 3D Connecting Camels, work cards and a fun Camel story which introduces young children to Early Number and Measurement. Sorting, counting and estimation. Weighing and measurement. Addition and subtraction. Kit.

**CONNECTING CAMELS - BULK SET****90CAMEL96.....35.00.....38.50 IncGST**

Connecting Camels meets numeracy curriculum requirements & explore numbers, algebra, shape and space, measurement and data; Promotes counting, number recognition and estimation; Patterns, perimeters and measuring can be explored by connecting camels together; Three sizes in 6 colours – red, blue, yellow, green, purple and orange. 96 pieces.

**LINK-IT COUNTER CHAIN****90CL500.....31.59.....34.75 IncGST**

Plastic. Each measures 40mm x 20mm. 10 shapes, 4 colours, 500 pieces in a sturdy PET storage jar. Links suitable for counting, sorting, comparing, addition, subtraction and pattern work. Also can be used for hanging over to attach artworks. Pack of 500.

**COUNTING BEARS CLASSROOM SET****90BEAR.....44.85.....49.34 IncGST**

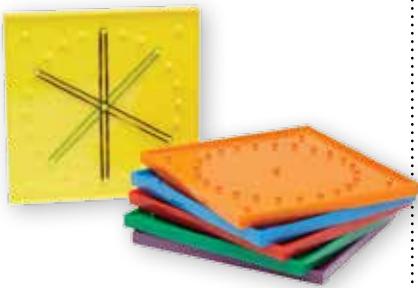
Children learn while they play, sorting the bears into colours, weights or sizes. There are 96 bears in 4 colours. Sturdy classroom box. 96 pieces.

**METAL RIMMED COUNTING CHIPS****90MAGCC.....17.15.....18.77 IncGST**

Pack of 100.

**BEAT THE DRAGON - ADDITION & SUBTRACTION****90LBD.....20.80.....22.88 IncGST**

Beat The Dragon is played in a similar manner to traditional lotto, with the children taking turns to select one card from the deck. Any selected card with a number combination that can be correctly matched to an answer on the player's board can be placed on that number. Set.

**GEOMETRIC BOARDS SMALL****90GEBOS** ..... **21.45** ..... **23.60 IncGST**

These colourful double sided 15cm square geoboards feature a 24-pin circular array on one side & a 5 x 5 pin grid on the other. Each set includes 6 colours & a pack of 120 elastic bands. **Set of 6.**

**GEOMETRIC BOARDS LARGE****90GEBOL** ..... **36.35** ..... **39.99 IncGST**

These colourful isometric 23cm square Geoboards are double-sided with an 11x11 pin grid array on one side & an 11x11 triangular pin grid on the other. Pack of 6. Assorted colours. Including 120 elastic bands. **Set of 6.**

**FOAM BLOCKS GEOMETRIC SHAPES****90FBLKG** ..... **15.00** ..... **16.50 IncGST**

Includes 9 geometric shapes in assorted colours. Sizes vary from 4cm to 14cm. **Set of 9.**

**PATTERN BLOCK PICTURE CARD SET****90PABL** ..... **33.75** ..... **37.13 IncGST**

Ideal for matching skills and fitting shapes together. Size 25 x 30cm. **Pack of 20 cards.**

**SOLID PATTERN BLOCKS****90PABL** ..... **29.70** ..... **32.67 IncGST**

Solid plastic 5mm thick blocks. **250 pieces in a jar.**

**SNAKES & LADDERS****90LSL** ..... **9.95** ..... **10.95 IncGST**

An ancient Indian board game regarded today as a worldwide classic. Size 113x129cm. Dice included. **Each.**

**FLOWER SORTING TRAYS****90FSTR** ..... **45.85** ..... **50.44 IncGST**

Brightly coloured flower shaped trays, great for all counting, sorting and classifying activities and also ideal for use as a paint tray. Specification Diameter 400mm, depth 40mm. **Set of 6.**

**JUMBO TWEEZERS****90JTWZ** ..... **19.75** ..... **21.73 IncGST**

Designed especially for children, these bright durable tweezers pick up counters, beads or other manipulatives to develop hand-eye coordination. Ideal for sorting and counting activities as easy for small hands to operate with wide grip ends. Width 25mm, length 120mm, 2 x 6 assorted colours in storage jar. **Jar of 12.**

**CLEAN WORKSHEET POCKET****90CWP** ..... **22.55** ..... **24.81 IncGST**

Clear plastic double-sided wipe on / wipe off pockets come in 5 assorted colours. Simply insert A4 worksheets. Pocket size 26x34.5cm. Hanging hole pre-punched at the top. Includes 10 whiteboard markers with eraser lids attached to a holder on each pocket. The pocket is open on two sides which allows easy interchange of worksheets. Long lasting reusable design saves you paper and promotes active learning! Ideal for individual and group activities. **Pack of 10.**

## Environment

**LIFE CYCLE WASHING LINE****90LCWL** ..... **18.95** ..... **20.85 IncGST**

A great way to introduce children to the concept of the life cycles of an insect, animal and plant life. Children will have fun putting the cards in sequence and describing what is happening in the colourful illustrations. They will see how creatures develop and change as they mature. The 4 life cycles included are a frog, hen, butterfly and corn plant. **Set.**

**ECO GAME****90ECOG** ..... **27.00** ..... **29.70 IncGST**

A fun board game similar to Snakes and Ladders, learning about Ecosystems and exploring water, energy and waste cycles whilst moving around the board. Contents 1 board, 4 wooden counters, 1 large dice and notes in 5 languages. **Set.**

**THE WATER CYCLE****90WTCC** ..... **27.00** ..... **29.70 IncGST**

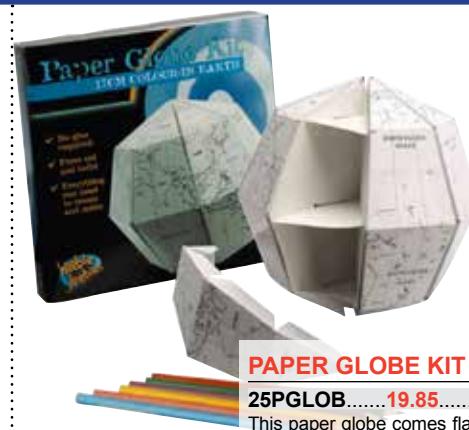
An inspiring and interactive educational board game that introduces children to the water cycle. Contents game board, 24 jigsaw pieces, 4 counters, extensive teachers notes in 4 languages, 1 dice. **Set.**



### COLOUR IN WORLD MAP

**90COLWOR.....18.00.....19.80 IncGST**

Colour your way around the world! The large-size world maps are printed with a layer of blue watercolour to indicate the major water bodies. Colour in the blank continents with paint, markers or crayons. The special colour-resist technology ensures that all colour added to the maps stays only on the continents area! Talk about the major continents, cities and regions or decorate the maps according to the places students have visited. Includes: 24 maps, 30.5 x 40.5cm, and guide. **Pack of 24.**



### PAPER GLOBE KIT

**25PGLOB.....19.85.....21.84 IncGST**

This paper globe comes flat with 19 pieces so you can fold and assemble. Coloured pencils included. Size 17cm when assembled. **Each.**

### Imaginative Play



### EVA FOAM BLOCKS RECTAGULAR

**30FBLK.....28.33.....31.16 IncGST**

Build, stack and play for hours of safe fun! Strong foam construction pieces that help develop motor skills and coordination. Each block size: 150x50x35mm. **Pack of 40.**



### NEWSPAPER BUILDERS

**90NEWBU.....56.00.....61.60 IncGST**

Go green with a new and innovative approach to building! Don't toss out newspapers: recycle them to build incredible geometric sculptures! Tape the included tubes to both ends of a sheet of newspaper. Roll up the newspaper and secure with tape to make a connecting paper rod. Includes durable plastic connectors that fit into the rods. 36 connectors, 200 rod-tubes. Set.



### STRAWS & CONNECTOR KIT

**90STCO2.....96.00.....105.60 IncGST**

Age 4 years+. Simple to use for endless hours of imaginative play. Make playhouses, design buildings, engineer space crafts. **705 pieces.**



### EVA FOAM BLOCKS ASSORTED SHAPES

**30FBLKA.....29.59.....32.55 IncGST**

50 pieces of various shaped, multi-coloured foam blocks - great for building! **Pack of 50.**



### COLOUR & STACK NESTING BLOCKS

**90CSNB.....35.20.....38.72 IncGST**

The Micador Early Start Colour & Stack - Nesting Blocks combine creative play and physical development. Activity panels focus on educational elements such as numbers, letters, colours and shapes. Set includes 10 stackable, nesting sturdy cardboard blocks and 8 beeswax triangle crayons. It's designed to develop gross motor skills for 2+ year olds. **Set.**



### KALEIDOSCOPE KIT

**30KALE.....34.95.....38.45 IncGST**

Kaleidoscope Kit. Kit includes enough materials to make 10 kaleidoscopes and an instruction sheet. **Kit of 10.**



### BEAT THE KANGAROO BINGO - MONEY

**90LBK.....20.80.....22.88 IncGST**

Beat The Kangaroo (Australian Money) is played in a similar manner to traditional bingo. A delightful way for children to both learn and become confident when interacting with money. Contains four durable, wipe clean mats measuring 25cm x 33.5cm and 80 sturdy playing cards in a sturdy storage box. Instruction included. Set.



### MAGNETIC MONEY

**90MAGMO.....29.25.....32.18 IncGST**

Magnetic Australian notes & coins - Jumbo Size (more than 3 times larger than real money). Great for basic life skills activities. Set.



### MONEY WISE ACTIVITY SET

**90MOWI.....49.45.....54.40 IncGST**

Set contains: 110 x assorted coins, 100 x assorted notes, 5 x credit cards and a money trap with lid and 12 compartments. Set.



### PLASTIC COINS

**90PLCO.....14.15.....15.57 IncGST**

Quality plastic coins, aid children with recognition and understanding of the Australian currency. Pack of 106.



### PLAY MONEY WALLET

**90MOWA.....17.58.....19.34 IncGST**

Realistic Australian play money. This aids children in understanding money concepts and counting skills. Size and colour are of real currency. Wallet includes assorted notes and 5 credit cards.



### TAKE NOTE!

**90TANO.....13.85.....15.24 IncGST**

Three times larger than real money. Contains 12 sturdy laminated cards in a plastic storage wallet. Pack of 12.

### Time



### ANALOGUE CLOCK SET

**90ANACL.....120.08.....132.09 IncGST**

These geared 12-hour clocks are designed to provide powerful models for learning to tell time. Real gears engagingly replicate an analogue clock's movement. 1 x Teachers Clock, 24 x Student Clocks & activity guide. Pack of 25.



### BEAT THE TURTLE BINGO - TELL THE TIME

**90LBTUR.....20.80.....22.88 IncGST**

Beat the Turtle (Time Bingo) is played in a similar manner to traditional Bingo. Contents include : four durable wipe clean mats measuring 25cm x 33.5cm and 80 durable playing cards in a sturdy storage box.



### LARGE "TICK IT" SAND TIMER

**90STIME.....27.15.....29.87 IncGST**

Large Sand Timers with moulded end caps and thick surrounding walls. For easy identification each timer is colour coded. Perfect for use in games and timing experiments. Size 160 x 70mm. Each colour represents a different timer. Select from Green-1 minute, Pink-2 minutes, Yellow-3 minutes, Blue-5 minutes, Orange-10 minutes. Each.

