

Item no.: 344611

MET00540 - Memo for kids: what is it? - Find the animals in everyday life, 2+ players, ages 4+

from **12,70 EUR**

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shipping weight: 0.50 kg

Manufacturer: Metermorphosen



Product Description

Memo for children: What is it? - Find the animals in everyday life, 2+ players, ages 4+

Discover the special in the everyday and implement it creatively - with the new memo game What is it? Anyone can do it with a bit of dexterity: whether young or old. In this memory game you have to think about which animals are slumbering in the 24 everyday pictures: everyday things are transformed into familiar animals on the second card: a knife in the sink becomes a shark, a sausage becomes a dachshund and a disc with a few strokes Cheese turns into a cow. The 24 couples create connections and relationships and so promotes What is it? playful intelligence. The memory game is not only a collection of wonderful ideas, but also a stimulus to take a closer look, to create, to fantasize.

The 24 couples were designed by the renowned German children's book illustrator Antje Damm, who began drawing books for her own children after studying architecture. Children's book illustrator has now become her main job; this game is also based on a book published by Gerstenberg Verlag. Antje Damm has published some philosophical children's books (e.g. Ask me !, Is 7 a lot?) And received several prizes for them. The game is packed in a mini-drawer with a larch wood look that all children will love immediately.

Warning!Not suitable for children under 36 months.

- Players: For 2+ players, ages 4+
- Duration: 30 minutes

Specifications

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