

LANGUAGE

# “The vowel challenge”

Ref. 30672



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## CONTENT:

The game consists of 20 square cards (5 action cards, 5 two-piece puzzles and 10 cards with a rough surface), 2 wheels, 5 large outline vowels to tie together and 5 ergonomic strings in different colours. The cards are made of thick, durable, very hard-wearing, high-quality card.

The material is environment-friendly, comes from sustainable forests, consists of a high percentage of recycled material, and is 100% recyclable.

## DESCRIPTION OF THE CHALLENGES:

	Puzzle: form the vowel by fitting the two pieces together		Reading by touch, upper-case letters: using one finger
	Fit together: form the vowel by fitting the two pieces together		Reading by touch, lower-case letters: using one finger
	To tie together: join the vowel with a string		

## RECOMMENDED AGE GROUP:

Children aged 3 to 6.

Learning to read and write begins formally at the age of 5, but it is recommended that children become familiar with letters earlier, starting with the vowels. This game enables the necessary preliminary approach so that the youngest children can distinguish the vowels in both upper and lower case.

Although it is suitable for children from 3 to 6 years old, it can be used for older children with special needs who have to work on learning the vowels from a multisensorial approach (through different senses), visual and tactile distinction, association and fine motor skills.

The rough surface enables the development of hand-eye coordination, which is necessary for then writing each vowel.

The line at the base of the cards is for them to be positioned correctly so that the children can play without supervision.

Inspired by the Montessori Methodology.



## TEACHING OBJECTIVES:

- Progressively learn to identify and differentiate vowels using a multisensorial approach.
- Improve hand-eye coordination and manual dexterity by using the cards and joining them together correctly.
- Develop fine motor skills by using the cards and joining them together with strings.
- Work on tactile distinction by gliding a finger over a rough surface and exercising visual memory through touch.
- Improve visual distinction through vowel recognition.

## HOW TO PLAY:

### DISCOVER THE VOWELS



Material: vowel wheel, all the vowels and ergonomic strings.

1. Taking turns, starting with the youngest player, spin the arrow on the vowel wheel and take a card of the vowel indicated by the arrow to join it together, fit it together, join up the puzzle or do the tactile exercise, as appropriate. Any challenge can be chosen. After completing the challenge, the player keeps the card.
2. Then it is the next player's turn.
3. If the wheel points to a vowel with no more cards on the table, it is the next player's turn.
4. The game ends when there are no more vowels left on the table.
5. The player with the most cards wins.

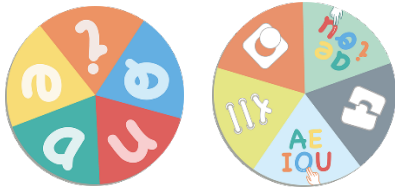
### GO FOR THE CHALLENGE!



Material: challenge wheel, all the vowels and ergonomic strings.

1. Taking turns, starting with the youngest player, spin the arrow on the challenge wheel and take a card corresponding to the challenge indicated by the arrow with the vowel of your choice. The player does the challenge and keeps the card.
2. Then it is the next player's turn.
3. If the arrow lands on a challenge that can no longer be done with the vowels left on the table, it is the next player's turn.
4. The game ends when there are no more cards on the table.
5. The winner is the player who has completed the most challenges (the most cards).

## THE VOWEL CHALLENGE



Material: vowel wheel, challenge wheel, all the vowels and ergonomic laces.

1. Taking turns, starting with the youngest player, spin the arrows on the vowel wheel and the challenge wheel.  
Take the vowel indicated by the vowel wheel and the challenge indicated by the challenge wheel. The player does the challenge and keeps the vowel.
2. Then it is the next player's turn.
3. If the arrows land on a vowel challenge that has already been done, it is the next player's turn.
4. The game ends when there are no more cards on the table.
5. The winner is the player who has completed the most challenges (the most cards).

## OTHER ACTIVITIES:

1. **Do the same challenge with all the vowels.** When the challenge is complete, the player chooses the next challenge.
2. **Recognise vowels with eyes closed.** The player picks up the rough cards for tactile distinction, in upper or lower case, and sorts them with their eyes closed. They can also do the same with the large outline pieces.

In any of the activities, the challenges can be done while pronouncing the vowel being used and inviting the player to repeat it. In this way, learning will integrate information from several senses at the same time: sight, touch and hearing.