

MONTHS

4 - 7

#### MOVE THE DOLIO

'Move the dolio' stimulates young children's grasp reflexes, eye-hand coordination and motor skills. The moving parts encourage children to shake the dolio. It must be added that young children tend to put everything in their mouths. Therefore 'Move the dolio' has such a finish that they can do this safely.

#### RATTLE THE CYLINDER

'Rattle the cylinder' stimulates young children's eye-hand coordination, grasp reflexes and hearing. The rattle encourages them to observe, shake and move it, and to listen. In addition, it encourages young children to crawl after it.

#### BUILD THE BLOCKS

With 'Build the blocks', young children build their mathematical and spatial skills. The cubes are of an appropriate size for children from an early age to play with. In addition, the child is introduced to different colours and shapes.

#### RATTLE AND RINGS

'Rattle and rings' stimulates grasp reflexes and eye-hand coordination. Tactile, auditory and visual skills are practised.

7 - 11

#### PEEK-A-BOO - BOX 1

The 'Peek-a-boo - box 1' trains the concept of cause and effect, and works on children's eye-hand coordination and motor skills. Because of the peek-a-boo effect, a child learns that objects can exist even if it doesn't see them.

#### ROLL THE DRUM

With 'Roll the drum', encourage young children to start moving. Because the drum keeps rolling a little distance away from the child, not only its motor skills, but also its perseverance is stimulated.

#### FIT THE SHAPE

With 'Fit the shape', stimulate the child's fine motor skills and encourage it to use the coordination of both sides of the body by assembling or disassembling two matching parts.

#### SPIN THE DRUM

'Spin the drum' introduces children to the concept of cause and effect. By rotating it, the drum produces sound. In addition, it stimulates the eye-hand coordination and helps the child exercise the muscles in its wrists and arms.

#### FEEL THE BALL

The 'Feel the ball' introduces children to different textures, colours and patterns. This will arouse the child's curiosity and stimulate its tactile perception.

11 - 14

#### FOLLOW THE BALL

'Follow the ball' stimulates a child's visual skills. Place the ball at the top in the tracker and follow it with the eyes. This is an important skill for later learning to read. In addition, it stimulates the concept of cause-effect and object permanence.

#### PLACE THE PIN

Place the pins in the holder and practice movements coming from the wrist. This also strengthens the fist, something that is important for writing later on.

#### STACK THE RING

'Stack the ring' practices fine motor skills and eye-hand coordination while the children must slide the rings on the pin. In addition, the child is introduced to the mechanism of cause-effect and to different colours.

11 - 17

#### PUZZLE THE SHAPE

Practice fine motor skills, spatial reasoning and distinguishing shape and colour with 'Puzzle the shape'.

14 - 17

#### PLACE THE DISC

With 'Place the disc', practice the concept of object permanence and that of cause-effect. Because of the peek-a-boo effect, the child learns that something can exist even if it doesn't see it. In addition, by putting the right discs in the right mailbox, it stimulates the fine motor skills, the working memory and the sorting by colour.

#### POST THE SHAPE

'Post the shape' encourages children to experiment with mathematical shapes and relationships. Each shape fits through a matching opening. This stimulates the eye-hand coordination and fine motor skills. In addition, you will work on perseverance and concentration. The game contains several lids that increase in difficulty.

#### SLIDE THE RING

Slide the rings and practice movements coming from the elbow and wrist. This also strengthens the fist, something that is important for writing later on.

18 - 22

#### STRING THE BEAD

'String the bead' practices the child's fine motor skills and perception of colour and shape, while it strings together beads of different shapes and colours. The beads increase in difficulty.

23 - 28

#### CAUSE AND EFFECT-BOX

This 'Cause and effect-box' practises the executive skills that are a good predictor of future success. It teaches the child to think ahead, to set goals, and to plan the actions to be carried out.

#### LACE THE STRING

'Lace the string' stimulates the child's fine motor skills, eye-hand coordination and precision, by having it thread a lace through the different shape and colour cards. The cards increase in difficulty.

#### PRACTICE DRESSING

Learn to fasten different clothing implements and develop fine motor skills, independence and care of self.

29 - 36

#### WIND THE FABRIC

'Wind the fabric' introduces the child to the principle of cause and effect and to the peek-a-boo effect, and at the same time stimulates the fine motor skills. By pulling out and subsequently winding the strip, the child learns that things it doesn't see, simply can exist.

#### MYSTERY BOX

Identify objects by touch and develop the tactile sense. Expand the vocabulary by naming what's in the box.

#### PLACE THE CYLINDER

'Place the cylinder' develops spatial reasoning and numeracy skills by counting the cylinders and sorting them by colour.

## ENCOURAGE THE CHILD TO DEVELOP AND GROW IN THE BEST POSSIBLE WAY

The child is in full development, and so is the brain. Most of the formation occurs in the first years of life. This lays a foundation for all the learning that the child will do in the years that follow.

Child development is a dynamic and interactive process, the young child wants to learn, but learns from what it is offered. Scientific research has shown that with good application of possibilities, one can achieve more. In its development, a child does not perform the same action twice in exactly the same way. As a result, it develops many strategies that benefit learning. That is why a young child can (and should be invited to) play with the same material for a long time. In our view, simple materials are a source of pleasure, growth and development.

Our line of development materials is aimed at every stage of the child's development, thereby stimulating growth and learning capacity.

FIND OUR PRODUCTS ONLINE:



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**educoco**  
hands-on education



timeline

GROW & DEVELOP  
0 - 3 YEARS

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hands-on education

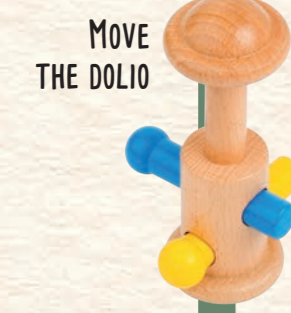
OUR PRODUCTS EXPLAINED

0-3 YEARS

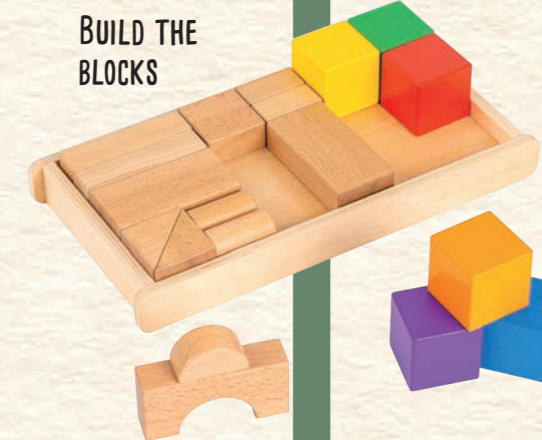


0 - 3 MONTHS

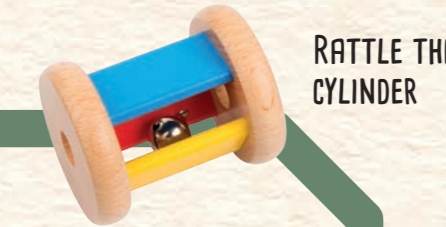
4 - 7 MONTHS



MOVE THE DOLIO



BUILD THE BLOCKS



RATTLE THE CYLINDER



ROLL THE DRUM

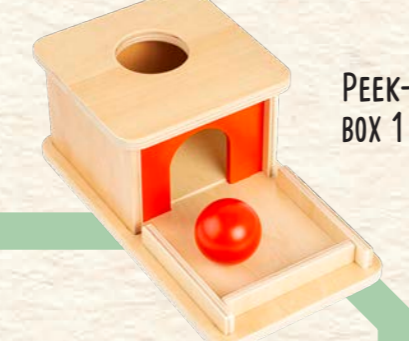


FIT THE SHAPE



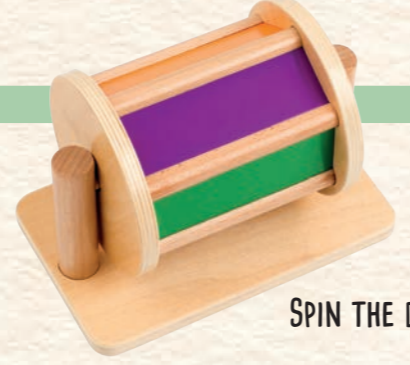
RATTLE AND RINGS

7 - 11 MONTHS



PEEK-A-BOO BOX 1

11 - 14 MONTHS



SPIN THE DRUM



FEEL THE BALL



FOLLOW THE BALL

PLACE THE PIN



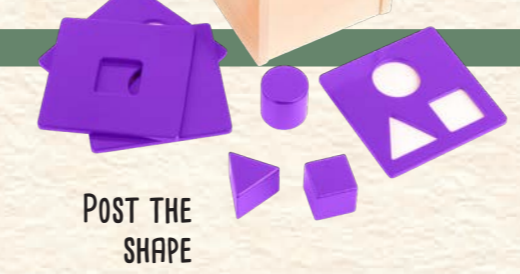
STACK THE RING



14 - 17 MONTHS



PLACE THE DISC



POST THE SHAPE

11 - 17 MONTHS



PUZZLE THE SHAPE

18 - 22 MONTHS

PEEK-A-BOO BOX 2



STRING THE BEAD

SLIDE THE RING



23 - 28 MONTHS



CAUSE AND EFFECT BOX

LACE THE STRING



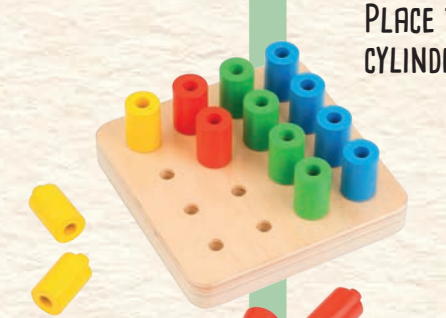
WIND THE FABRIC



29 - 36 MONTHS



MYSTERY BOX



PLACE THE CYLINDER

PRACTICE DRESSING

