

Quercetti®



Toy Guide

## Peg Maze

**Two environments** to be discovered, many combinations to reproduce and endless groups to create! Move the parts around: closer, further away, above, below and so on... **in a double-sided world!**

**Peg Maze is a fantastic support for pre-writing skills** but also a fun occasion to take one's first steps in the world of elementary calculations and set theory.

**It helps develop sight, touch, and hearing** via the discovery of primary and secondary colours, size, and direction. **It helps one to grow better-acquainted with intuitive physics**, by experimenting with the effects of gravity and seeking out unlikely forms of balance.



For the youngest (2 years) **it is an endless source of stimuli** for getting to know colours and sequences and developing psycho-motor coordination. For the oldest (4-5 years) **it is a challenge** involving the recognition and reproduction of sequences and creating sets.

## At the age of 2

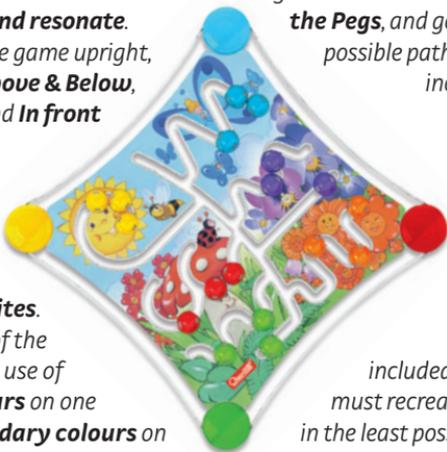
One can play **Discover what's happening**. Just tilt and rotate the Labyrinth in order to jolt the pegs into motion, so that a chain reaction causes them **to slide and resonate**.

If one stands the game upright, one can play **Above & Below, Right & left, and In front of & behind**.

## At the age of 4

One can play **Create Opposites**.

The two sides of the game, with the use of **primary colours** on one side and **secondary colours** on the other side, allow one to **create every type of contrast** between backgrounds and pegs by using colours, quantities and positions.



## At the age of 3

One can play **Match the colours**.

The aim is to match the colours of the pegs with those of the background... but one can also play **Shift the Pegs**, and go looking for every possible path (as one gradually increases the speed).

## At the age of 5

One can play **Recreate the**

**Sequences** of the included maps. To win, one must recreate one of the maps in the least possible time. One can also play **Memory**: just a few seconds to memorize the positions and whoever can come closer to creating an identical recreation, wins.

## Skills & Capabilities

Playing with Peg Maze helps one to develop the necessary skills to manage **Pre-drawing** at its best and take one's first steps in the world of **Pre-writing**.

At the **motor level**, it stimulates coordination and supports the process of motor lateralization.

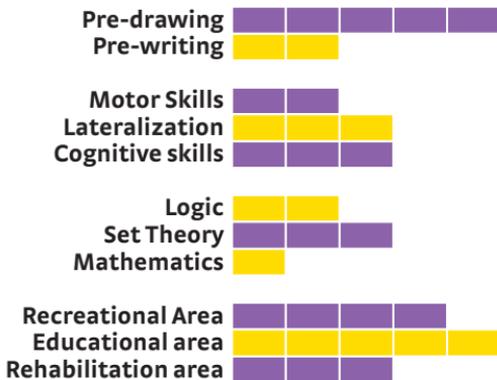
At the **cognitive level**, it stimulates the ability to correlate (objects and maps), tell simple stories, and use reason to solve easy enigmas.

In the **field of re-education and rehabilitation** it can be used both during the **evaluation of residual skills-capacities**, but also to make the **recovery of functional consolidation** more exciting.



## Area of Knowledge & Dimension

Peg Maze stimulates the first forms of **logical intuition**, and offers the chance to grasp the first rudiments of **Set theory** and discover the pleasure of inventing **short stories**.



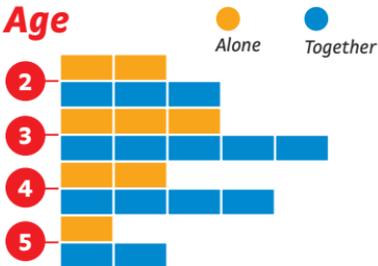
It is a **toy** that can be turned into a **tool for teaching and rehabilitation** with many potential uses.



## Age & Playmates

Each toy offers countless opportunities to **learn while having fun** and each age group involves new ways to play. There is an additional variable that can make the toy an **unforgettable pastime** and a **formidable learning tool**: namely playing with an adult who can unveil **tricks and secrets**, and involve the child in **fantastic adventures** or pose **impossible challenges**.

### Age



giocare intelligente.