

Quercetti®



Toy Guide

Maze Puzzle

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

Maze Puzzle is a fantastic support for pre-drawing skills but also a fun occasion to take one's first steps in the world of narrative invention.

It helps develop sight, touch, and hearing as the child discovers environments, characters, and the concepts of size and direction. It helps to **familiarize with intuitive logic** by experimenting with magic words, such as: if, before, after, therefore, because, near, and group.



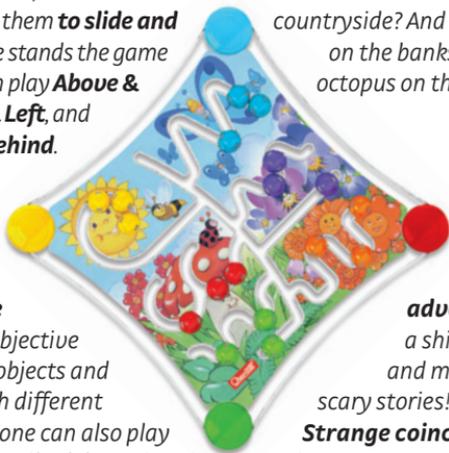
For the youngest (2-3 years) **it is an endless source of stimuli** for getting to know colours and shapes and developing psycho-motor coordination. For the oldest (4-5 years) **it is a challenge** which involves recognizing and telling stories about the world as they see it.

At the age of 2

One can play **Find out what's happening.** Just tilt and rotate the Maze Puzzle in order to jolt the animal figures 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 **Recognize the Context.** The objective is to associate objects and characters with different backgrounds... one can also play **Habits and peculiarities:** what do a cow and a fish talk about together, and what pranks does the butterfly play on the little pig?



At the age of 3

One can play **What are you doing here?** Each object and character has some good reason to be in its place: what is a helicopter doing in the countryside? And what about a hen on the banks of a lake? And an octopus on the roof, or a ship at the playground?

At the age of 5

One can play **The adventures** of... a cat, a ship, and an octopus; and many other fun and scary stories! Also, one can play **Strange coincidences:** why is it that every time the owl sits on the tree, the helicopter hovers above the roof? Why does the butterfly move every time the little girl does so?

Skills & Capabilities

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

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

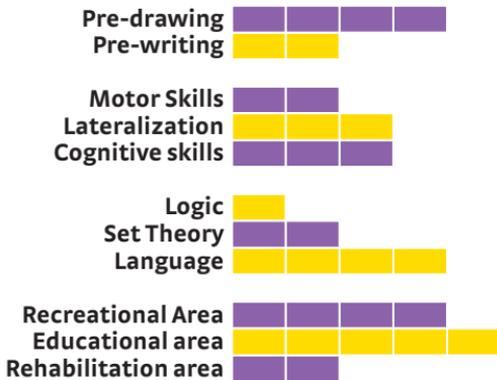
At the **cognitive level**, it stimulates the ability to correlate (objects and maps), tell simple stories, and stimulates the curiosity and pleasure of asking questions.

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

Maze Puzzle stimulates the first forms **rudimentary set theory**, and discover the pleasure of inventing **short stories**, as well as developing the spirit of observation.



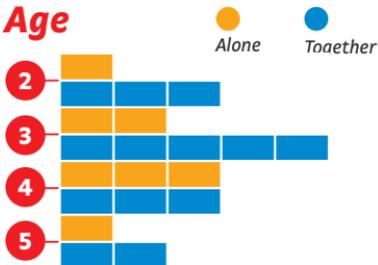
It is a **toy** that can be turned into a **tool for teaching and rehabilitation** with many potential uses.



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.