

## Product description

VESA wooden blocks are entirely made in Switzerland. The set contains 12 wooden cubes engraved on 6 sides. This manual will give you an explanation of its utility and contribution to learning on each side. However, there are many ways to play with VESA cubes. Each side of the cube stimulates one or more of the child's faculties in terms of both touch and cognitive development. The game is suitable for children over 18 months.

Our goal is to allow you a moment of sharing and exchange in order to accompany the child in his development while having fun. First, observe how your child uses the cubes and then focus on the cognitive aspects of the faces.

## Precautions

We would like to point out here that our product is made of untreated beech wood. Corners are sanded to reduce the risk of injury. However, we recommend that you supervise your child regularly, especially if he or she is playing in interaction with other children.

## Description of the faces

### Puzzle

The objective of these faces is to reproduce the 12-piece puzzle using the given model (see box cover). The idea is to familiarise the child with the assembly of several elements in order to reproduce a defined image.

Examples of games:

- Complete the puzzle alone or with an adult
- Describe the elements present on the puzzle

### Animal illustration

The illustrations improve the child's visual abilities and knowledge of the Swiss mountain, forest and farm animals.

Examples of games:

- Find the name of the animal
- Separate animals by type of environment (mountain, forest, farm)
- Rank the animals in order of preference

### Word

This side contains the name of the animal on the "animal illustration" one on the other side of the cube. The animal is translated into French, German and English. The aim is to develop word learning and to have a first contact with other languages.

Examples of games:

- Memorise words in foreign languages
- Repeat the words aloud

### Habitat illustration

This illustration shows the environment in which the animal represented on the cube lives.

Examples of games:

- Find out which animal belongs to this habitat
- Separate habitats by type of environment (mountain, forest, farm)

### Number

This side contains a number from 1 to 12. The objective is to make the link between the number and the amount of symbols present on the "paw prints" side. This face improves the child's mathematical abilities.

Examples of games:

- Count the number of corresponding symbols on the "paw prints" side
- Find the number corresponding to the child's age
- Sort the cubes (e. g. even / odd number)
- Adding and subtracting

### Paw prints

This side contains one or more symbols representing the animal's paw prints. The objective is to find the number of symbols on the face, which defines the number that is written on the opposite face.

Examples of games:

- Find the animal represented by the paws
- Count the number of symbols

## Impacts on child development

### Development of fine motor skills

From the age of 18 months, the child can start to handle objects such as turning the pages of a book or putting coins in a piggy bank. He can also start creating towers or structures of a few blocks. As a result, his hands do two distinct activities, one stabilises while the other manipulates. At this stage, the child playing with the VESA cubes begins by learning to handle them and make some constructions.

### Sensory and perceptual development

From 1 to 2 years old, the child likes to look at the images and is already able to identify some of them. It is the faces with illustrations that will be most used by children in this age group. Let your child turn all sides over on the "illustration" one and see if he or she recognises any animals. Then ask him or her what is the name of the animal on one of the cubes and so on. Don't worry, if you don't recognise the illustration, the reverse side specifies its name.

### Language development

From 2 to 3 years old, the production of the child's words accelerates at a rapid rate. On average, a child in this age group can pronounce 500 words but understands more. He is able to make simple sentences to make himself understood. This side is ideal for teaching the child the pronunciation of the names of the illustrated animals. Start by showing him the "animal illustration" side by asking him which animal it is. Then help him or her to pronounce the desired word correctly in the three languages mentioned.

### Social development

From 4 to 5 years old, the child interacts naturally with other children. Generally, before this age, cooperative games should be supervised by an adult. It is also around this age that the child begins to discipline herself or himself and manages to make compromises. There is no particular face to improve social development, this is done either with an interaction with a carer or with another child.

### Cognitive development

From 5 to 6 years old, the child's thinking gradually becomes more logical and more details such as hair, hands, trunk, double limbs, neck, etc. can appear on his drawings. From this age, the child can complete most of the puzzle alone. In addition, if you direct the child to start counting the number of symbols of the paw marks on the faces, after some time and some clues, she or he will be able to recognise that the amount obtained corresponds to the number of the "number" face.

made in Switzerland



# vesa

A thousand and  
one ways to play  
with a peaceful mind

