

EKILIBRITOR SWEET-EKI

Learning with fun and tenderness

Educational benefits :

Notions of size and colors - Fine motorskills - Eye-hand coordination - 3D discovering - Matching a pattern - Socialization - Emotions management – Balance.

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This set made of soft, resistant, flexible and washable pieces in pink, purple and orange colors has 3 circles, each in small, medium and big sizes and 3 cylinders by color, 4 A4 size plastified patterns scale 1 with coloured patterns on the top and without colour on the back , 4 A6 plastified colored patterns cards printed both sides, 4 A4 pattern cards with scale 1 pattern on the front side and step by step patterns on the back.

All is packed in a resistant plastic briefcase.

Sizes and colors, eye-hand coordination, fine-motorskills (use of the thumb and the middle or forefinger) are the main targets for 4 players which can play simultaneously. A plush called SWEETEKI can be used to motivate the children for competition (the winner is the quickest for matching the pattern) or for team working (helping each other, cooperation, ...). Additional activities like stacking cylinders, balance games, ... are also possible with those not noisy pieces.

EKILIBRITOR SWEET-EKI won a silver award in 2014 in the U.K. (Practical Pre-school).

What the tester said (Practical pre-school awards 2014 – U.K.) : “The children were immediately attracted by the plush toy. I have not seen anything like that on the market before and it's an attractive, unique product. ... Overall, children enjoyed the product.”

HOW TO PLAY WITH EKILIBRITOR SWEET-EKI ?

Discovery level :

Players play freely with the soft pieces. Once the discovery is made, it is asked to the players to describe the pieces (colors, shapes, size, hard, soft, ...).

Step 1 : Matching a 2D pattern scale 1.

The players match the patterns scale 1.

Step 2 : Matching a 2D pattern with smaller pattern cards

The players match the patterns on the small cards on the black and white pattern.

The teacher/parent can customize the patterns cards.

Exemples :

A copy of the A4 size pattern card scale 1 in black and white is made. The teacher/parent give a color for each piece. The player colors the pattern and then matches the colored pattern.

It is also possible to download for free the pattern in black and white on [Colemoi international website, download page.](#)

Step 3 : Matching a 2D pattern scale 1.

The players match the patterns scale 1 (Despite the colors are different, this level is similar to level 1. It is the opportunity to control if the players understood how to play).

Step 4 : Matching a 3D pattern scale 1

The players match the 3D step by step patterns on the scale 1 pattern.

Balance games :

2 cylinders are stacked.

The players must pass a circle in it.

Increase the number of cylinder.

Cylinder are not aligned.

How to use Sweet-Eki doll ?

Sweet-Eki out of the box :

Only when all players have finished the pattern, Sweet-Eki is taken out of the box and put in the middle of the table.

If one child does not respect the rules given by the teacher, Sweet-Eki is going back in the box. Sweet-Eki come back on the table only when all players respect the rules.

Sweet-Eki doll keeper :

The quickest is Sweet-Eki keeper till next turn.

The quickest says who will be Sweet-Eki keeper till next turn.

The quickest must help the other in order to be Sweet-Eki keeper.

The quickest is the winner but the slowest is Sweet-Eki keeper.