

## Funny Stories In The House



Price: €38.45 inc. 19% VAT

SKU: 100230

**Product Categories:** [SEQUENCES](#), [SPEECH LANGUAGE COMMUNICATION](#), [STORY TELLING](#)

**Product Page:** <https://theraplaycy.com/product/funny-stories-in-the-house/>

### Product Description

It contains 12 funny stories that take place in the home. It includes question to let your imagination and invent different final chips.

#### PEDAGOGICAL CHARACTERISTICS

This helps to develop imagination and describing skills, improves story-reading, and promotes the development of time sequencing, logical thought, expression and fluency. The contexts, situations and characters represented in the cartoons are familiar and similar to those which the child is used to. The stories recreate amusing and anecdotal experiences that make them easy to remember and tell. It is an excellent medium for LANGUAGE DEVELOPMENT, INCREASING VOCABULARY and the use of VERBS corresponding to the actions represented in the cartoons.

The chronological ordering of the cards encourages the mental processes that allow the child to establish a sequential relationship of time and discover a logical and temporal order for a course of events. (TIME-SPACE REASONING).

#### PEDAGOGICAL OBJECTIVES:

- The development of logical thought and time-space reasoning.
- To develop observational skills and the ability to chronologically order events.
- To interiorise the sequential order of events.
- To encourage the development of basic vocabulary.
- To initiate abstract thought (it serves as a basis to establish mental relationships and take the first steps from concrete to abstract thought).
- To improve psychomotor coordination through manipulation and pairing of the cards.

## Product Attributes

- Age: 3+

## DETAILS

### CONTENTS

Game comprising 70 cards with illustrations which contain: 12 amusing stories recounting anecdotal situations which occur within the context of a house, and question-cards which are used to replace some scenes which in turn are placed at the end of the stories, giving the child the possibility of imagining a different outcome.