



54 TOYS



CATALOG OF EDUCATIONAL GAMES AND TOYS

2024/2025

KA2 Project: Small Partnerships

Project Number: 2024-1-SI01-KA210-SCH-000250723

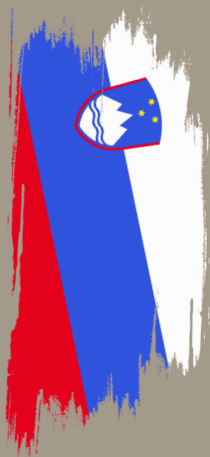
Project Title: Development and Creation of Educational Games and Toys

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Graphic design by Nika Pec, preschool teacher
AI-assisted translation



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About the Project

The project Educational Games and Toys is carried out within the Erasmus plus international partnership KA2 from November 2024 to December 2025. Three partner institutions participate in the project. These are Vrtec Otona Župančiča Slovenska Bistrica Slovenia Dječji vrtić Vukovar Croatia and Detska Gradinka Sedmi Septemvri Pehčevo North Macedonia. Each institution is represented by four professional staff members. The pedagogical guidance is provided by Nina Borko Bezjak while the project coordination is led by Mojca Juhart.

The main goal of the project is strengthening the professional competences of preschool teachers in planning creating and using educational games and toys based on the principles of sustainable development innovation and holistic child development. The project includes monthly professional tasks the exchange of good practices and mobilities which were carried out in Slovenia January 2025 in North Macedonia May 2025 and in Croatia September 2025.

Through professional meetings trainings classroom observations and workshops the project participants have developed a deeper understanding of the importance of educational play as a key element of early learning. The project has contributed to the development of innovative and sustainable pedagogical approaches that promote high quality creative and development oriented educational work in modern kindergartens.



Created Games and Toys

Innovative Play as the Foundation of Modern Childhood

When creating educational games and toys we consistently followed professional criteria for high quality materials such as safety sustainability aesthetic value functionality and developmental appropriateness. The creation process was based on analysing children's play identifying developmental needs and on professional reflection by the teachers. This made it possible to design thoughtfully planned stimulating and child friendly materials.

Within international workshops we went through all phases of the creative process. This included planning selecting natural and recycled materials making the toys testing them and using them in practice. The toys were then introduced into the groups and we monitored how children used them to develop curiosity creativity investigative skills and social competences. Such an approach enabled us to observe the effects of play and to gain a deeper understanding of how innovative and sustainably designed toys support children's learning and development.



The project has contributed significantly to the professional growth of preschool teachers the exchange of experience and good practices and to a stronger awareness of the importance of sustainable creative and developmentally appropriate play as a foundation of contemporary preschool curricula. At the same time the project enriched the participating kindergartens and children who now have access to numerous high quality educational toys created with sustainability innovation and the child's holistic development in mind. These materials are characterised by diversity thoughtful design and multifunctional use. They support exploration creative expression imagination and the development of cognitive motor and social skills.

Thus the project contributes not only to the professional development of teachers but also to the enrichment of the educational environment and the overall quality of preschool education in a broader international context.



Educational Games and Toys for the First Age Group

Children aged one to three years

In the first age group children explore the world through play while developing basic motor sensory cognitive and social skills. Toys at this age must be safe simple sustainable and suitable for multisensory exploration. Recommended toys are those that support movement coordination perception fine motor skills repetition and simple problem solving. Children need opportunities for independent experimentation active involvement and a sense of success during play.

Recommended toys include shape sorters blocks objects for inserting and transferring push or pull toys as well as games using natural materials water sand and soft dolls. Such toys promote curiosity creativity fine motor development and confidence in their abilities which form an essential foundation for holistic development in early childhood.



Sensory Wall



CHILDREN'S AGE: 1–2 years

EDUCATIONAL AREA: Nature, Language

GOALS:

- Developing tactile perception.
- Encouraging exploration.
- Strengthening concentration and curiosity.
- Encouraging naming of sensations and materials.

POSSIBLE WAYS TO PLAY:

Children explore the attached materials on the sensory wall such as fabrics buttons brushes wooden surfaces and metal elements. They touch them slide their hands over them listen to the sounds and compare sensations. The teacher encourages children to describe what they feel soft hard loud and offers opportunities for safe and independent exploration.

AUTHOR OF THE GAME: Kristina Plankl

Forest Sensory Station

CHILDREN'S AGE 1–2 years

EDUCATIONAL AREA: Nature

GOALS:

- Developing tactile perception.
- Sensing different textures.
- Becoming familiar with natural scents.
- Getting to know the forest through offered materials.

POSSIBLE WAYS TO PLAY:

Through the forest sensory station children explore sensory bags filled with spruce and herbs. They squeeze them smell them and observe the textures. They discover elements of the forest by touching leaves needles cones and branches. With sound shakers filled with different natural materials children listen to how each object produces a different sound.

AUTHOR OF THE GAME: Nika Pec



Tube Track

CHILDREN'S AGE: 1–2 years

EDUCATIONAL AREA: Nature,
Mathematics, Movement

GOALS:

- Getting to know natural materials.
- Understanding cause and effect.
- Strengthening hand eye coordination.
- Encouraging experimentation and observation.

POSSIBLE WAYS TO PLAY:

Children insert natural materials into tubes and observe how chestnuts roll where they stop and what sounds they make. They can compare different sizes and shapes. The teacher supports independent exploration and provides vocabulary for describing the action.

AUTHOR OF THE GAME: Kristina Plankl



Curious Fingers

CHILDREN'S AGE: 2.–3 years

EDUCATIONAL AREA: Mathematics,
Movement, Nature

GOALS:

- Developing fine motor skills.
- Developing tactile sensitivity.
- Improving hand eye coordination.
- Encouraging independence.

POSSIBLE WAYS TO PLAY:

The child explores a sensory board. They press a switch and observe the click and movement. They twist a bell and listen to the sound. They touch numbers sense shapes and colours untie and tie shoelaces and move metal rings along a cord. With a key they try to unlock a padlock.

AUTHOR OF THE GAME: Nika Pec



Colourful Flower Garden

CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Correctly sorting flowers into flowerbeds based on basic colours.

POSSIBLE WAYS TO PLAY:

Option 1: The child plays alone. They roll a dice and sort one flower into the correct coloured pot according to the colour shown. The game ends when all flowers are sorted.

Option 2: Two children play. Each has their own flower garden. They take turns rolling the dice and sorting flowers. The winner is the one who finishes first.

AUTHOR OF THE GAME: Alja Macuh



Sensory Path



CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA: Nature, Movement

GOALS:

- Developing tactile perception.
- Developing balance and coordination.
- Strengthening fine and gross motor skills.
- Encouraging creativity.
- Developing perseverance and focus.

POSSIBLE WAYS TO PLAY:

Children build their own sensory path from individual sensory tiles. They walk crawl or touch the path with their hands. They explore how different materials feel under their feet or palms and can rearrange the path many times.

AUTHOR OF THE GAME:: Nika Pec

Little Artists Palette

CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA: Art

GOALS:

- Recognising and sorting basic colours.
- Developing fine motor skills and hand eye coordination.
- Enabling structured learning.

POSSIBLE WAYS TO PLAY:

Each child receives a small brush clip in a certain colour. The child observes the coloured paint spots on the palette and attaches the brush to the matching colour.

AUTHOR OF THE GAME: Kristina Plankl



Natural Chimes

CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA: Nature

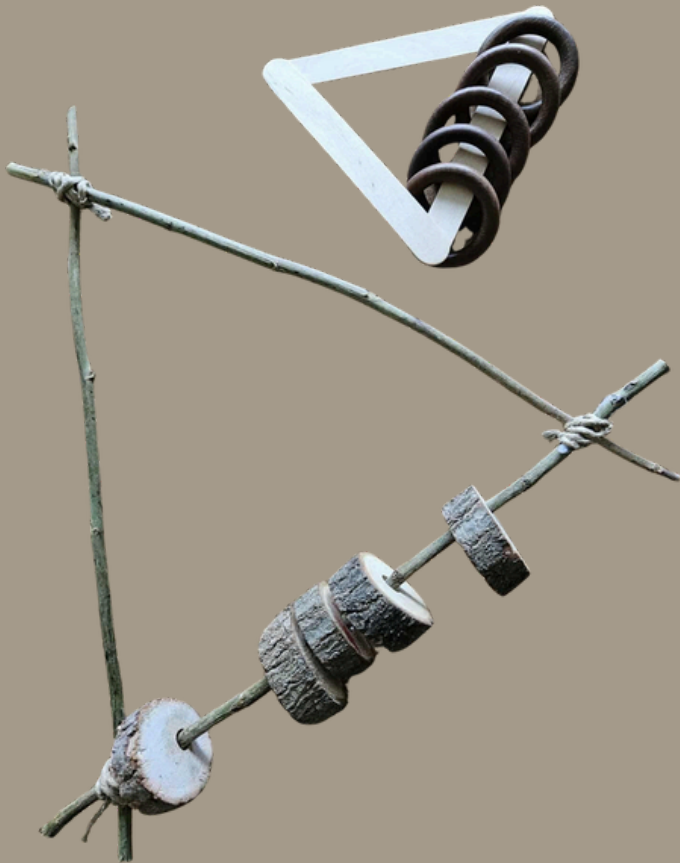
GOALS:

- Encouraging exploration of natural materials.
- Developing hand eye coordination and fine motor skills.
- Encouraging listening observing and concentration.
- Developing sensory perception through sound touch and sight.

POSSIBLE WAYS TO PLAY:

The child explores natural materials such as wooden sticks rings and discs. They move them spin them drop them or observe their movement and listen to the sounds created when wood taps against wood. Through play the child compares shapes sizes and sounds and develops perception and attention. The activity can be individual or in a small group.

AUTHOR OF THE GAME: Kristina Plankl



Activity Cube



CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA: Movement,
Mathematics

GOALS:

- Developing fine motor skills.
- One to one correspondence.

POSSIBLE WAYS TO PLAY:

The activity cube offers different tasks such as opening and closing zippers attaching elements to buttons screwing bottle caps moving beads and similar. At the same time it encourages mathematical thinking by pairing and one to one matching.

AUTHOR OF THE GAME: Tamara Petrič

Sensory Rolls



CHILDREN'S AGE: 1–3 years

EDUCATIONAL AREA Nature

GOALS:

- Encouraging exploration of natural materials.
- Developing hand eye coordination and fine motor skills.
- Encouraging listening observing and concentration.
- Developing sensory perception through sound touch and sight.

POSSIBLE WAYS TO PLAY:

The child explores rolls wrapped in different materials such as felt feathers bubble wrap sandpaper and shells. They roll them on their hands legs or the floor and notice which textures feel pleasant or less pleasant. Children compare textures and describe soft hard rough and smooth. The rolls can also be arranged into a sensory path for hand or foot exploration.

AUTHOR OF THE GAME: Kristina Plankl

Ludo Game – Do Not Get Angry

CHILDREN'S AGE: 1–6 years

EDUCATIONAL AREA Mathematics,
Movement

GOALS:

- Encouraging counting and understanding quantities.
- Developing colour recognition.
- Strengthening fine and gross motor skills.
- Learning emotional regulation when winning or losing.
- Encouraging group cooperation and interaction.

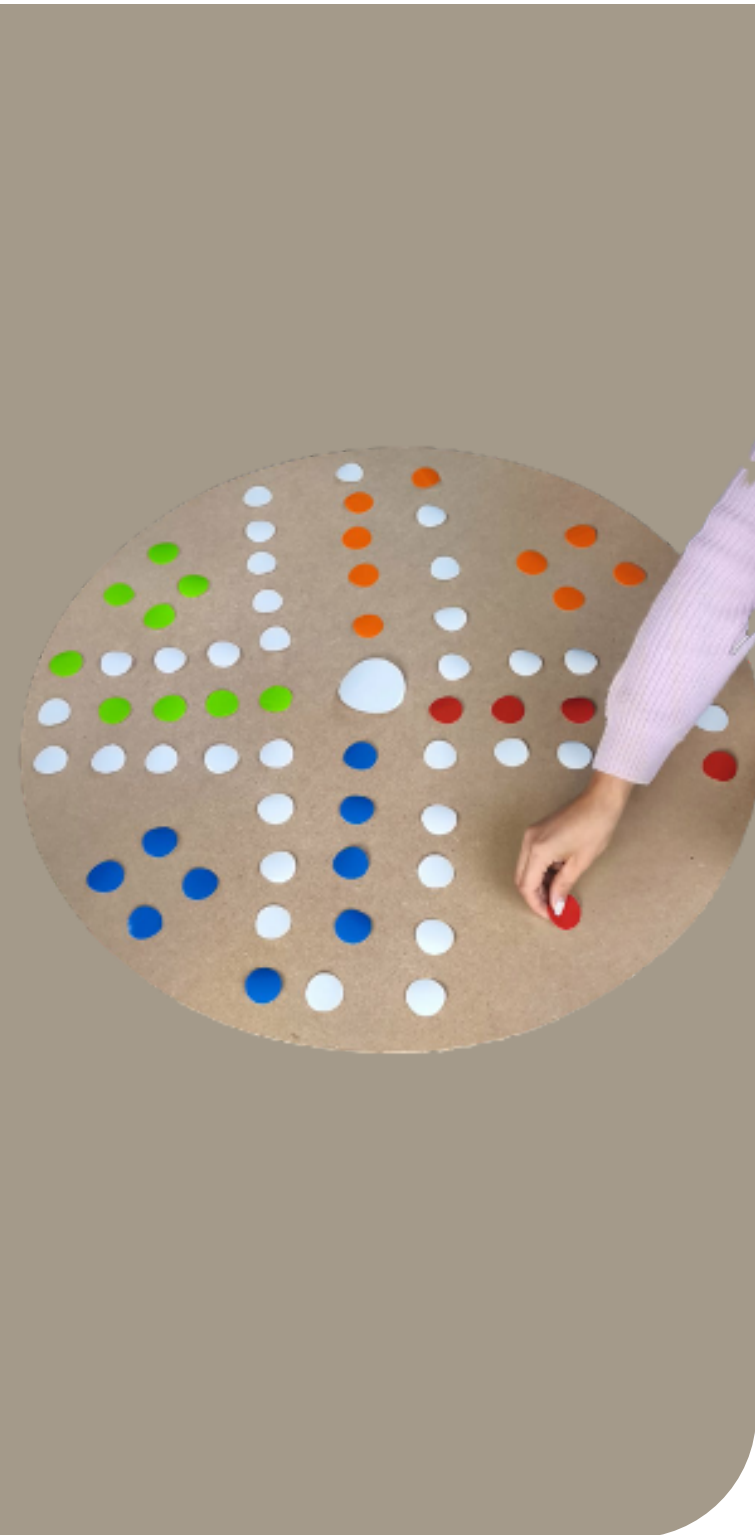
POSSIBLE WAYS TO PLAY:

Children choose their colour and place their figure at the start. They take turns throwing a large dice and move their figures along the coloured path.

Option 1: The game can be simplified by moving one step at a time or by moving according to colours only.

Option 2: The classic version can be played by counting dots and following the entire path including returning figures when necessary.

AUTHOR OF THE GAME: Kristina Plankl



Colour Garden of Numbers

CHILDREN'S AGE: 1–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Recognising basic colours.
- Recognising numbers from 1 to 4.
- Connecting numbers with quantities.
- Developing accuracy perseverance and attention.

POSSIBLE WAYS TO PLAY:

Option 1: Children remove flowers from the base and younger ones sort them into pots of matching colours.

Option 2: Older children sort the flowers according to the written number or number of dots and later check whether their sorting is correct.

AUTHOR OF THE GAME: Nika Pec



Sensory Memory

CHILDREN'S AGE: 1–6 years

EDUCATIONAL AREA: Mathematics,
Nature

GOALS:

- Matching pairs.
- Exploring and touching different materials.

POSSIBLE WAYS TO PLAY:

Option 1: The child freely touches and explores the different materials.

Option 2: With eyes covered the child searches for matching pairs.

AUTHOR OF THE GAME: Katja Kovačič



Playful Circles

CHILDREN'S AGE: 1–6 years

EDUCATIONAL AREA: Mathematics,
Movement

GOALS:

- Recognising and sorting colours.
- Developing fine and gross motor skills.
- Developing hand eye coordination.
- Developing precision and coordination.

POSSIBLE WAYS TO PLAY:

Option 1: Children sort the coloured circles by threading them onto the sticks of identical colours. The game ends when all circles are correctly sorted.

Option 2: Older children can try throwing circles toward the matching coloured stick instead of threading them.

AUTHOR OF GAME: Nika Pec



Little Explorer

CHILDREN'S AGE: 2–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Developing mathematical language and skills.
- Developing fine motor skills and hand eye coordination.
- Practising one to one correspondence.
- Counting objects.
- Recognising geometric shapes.
- Creating patterns and sequences.

POSSIBLE WAYS TO PLAY:

The activity book contains several tasks that support children's development. Children can use it independently or together with a more experienced peer or teacher.

AUTHOR OF THE GAME: Maja Podlesnik, Timotej Avguštin, Manja Kunej, Andreja Vrbek



Road of Little Researchers

CHILDRENS AGE: 2–6 years

EDUCATIONAL AREA: Movement, Mathematics

GOALS:

- Developing investigative skills and critical thinking.
- Learning through trial and error.

POSSIBLE WAYS TO PLAY:

Children build a road from the offered pieces according to their abilities and interests. They use toy cars and natural materials to explore concepts such as speed gravity weight and similar.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema, Nina Borko Bezjak, Mateja Šrimf, Kristina Plankl, Nika Pec, Vaska Simovska, Aleksandra Bogdanovski, Stanka Stamenkovska, Snežana Vuchkovska



From Caterpillar to Butterfly

CHILDREN'S AGE: 2–6 years

EDUCATIONAL AREA Nature

GOALS:

- Learning about the development of a butterfly.
- Developing spatial orientation left and right.

POSSIBLE WAYS TO PLAY:

The child uses a straw to blow a small ball along a track that illustrates the lifecycle of a butterfly. The game ends when the ball reaches the butterfly.

AUTHOR OF THE GAME: Mateja Šrimec



Educational Games and Toys for the Second Age Group



Children aged one to three years

In the second age period, a child gradually develops higher cognitive processes, imagination, creativity, and social skills. Play becomes more purposeful and symbolic, and the child uses it to explore relationships, solve problems, and express experiences.

Didactic toys should enable diverse, exploratory, and creative play, in which the child plans, experiments, combines, and develops ideas. It is important that toys encourage fine motor skills, coordination, precision, logical thinking, and cooperation with peers.

Examples include construction sets, board games, role-play games, natural materials, construction and creative games, as well as tools for experimentation. Such toys promote curiosity, perseverance, imagination, social learning, strengthen independence and responsibility, and support the child's overall development.



Mushroom with Dots

CHILDREN'S AGE: 3–5 years

EDUCATIONAL AREA: Mathematics, Society, Movement

GOALS:

- Recognising quantities numbers and sequences.
- Developing fine motor skills.
- Cooperating and following rules.

POSSIBLE WAYS TO PLAY:

Each child has a mushroom board. Players take turns rolling a dice count the dots and place the same number of white dots on their mushroom. The first child to fill all dots wins.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema



In the Orchard of Colours



CHILDREN'S AGE: 3–5 years

EDUCATIONAL AREA: Mathematics,
Movement

GOALS:

- Developing fine motor skills and hand eye coordination.
- Recognising colours.
- Developing counting skills.

POSSIBLE WAYS TO PLAY:

Option 1: The child uses tweezers to pick up pom poms and sort them into apples of matching colours.

Option 2: As a competitive version children race to see who can sort all pom poms fastest.

AUTHOR OF THE GAME: Jasenka Zeko,
Marija Jukić, Nikolina Bošković Totar,
Kristina Zorić Beslema

Find the Little Gnome

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Society, Mathematics

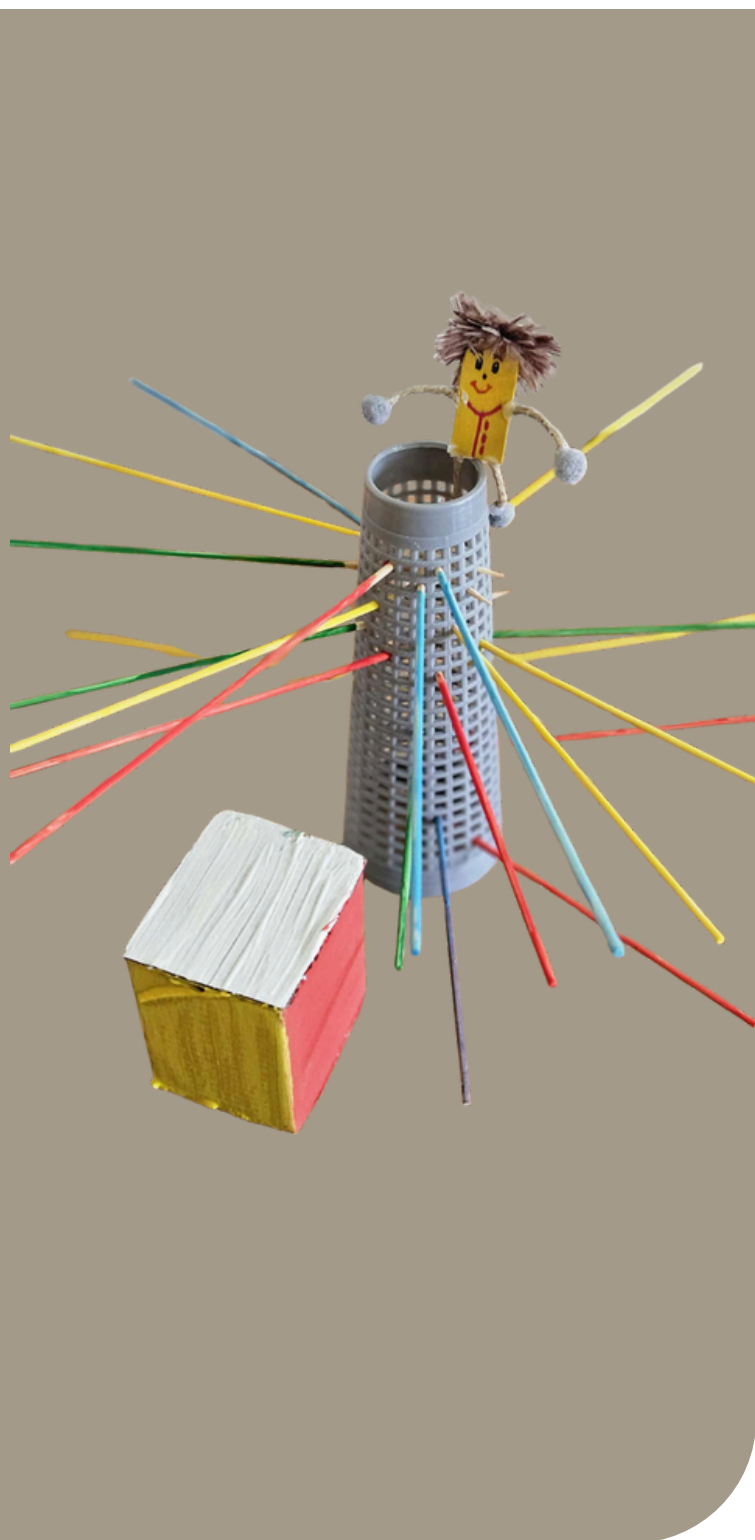
GOALS:

- Learning to follow rules.
- Developing logical thinking.

POSSIBLE WAYS TO PLAY:

Two children play. The starting player rolls a colour dice. They must pull a stick of the shown colour from the tower. The winner is the player whose gnome remains in the tower after all sticks are used.

AUTHOR OF THE GAME: Mateja Šrimec



Skillful Fingers

CHILDREN'S AGE: 3-6 let

EDUCATIONAL AREA: Movement

GOALS:

- Developing fine motor skills.
- Developing precision perseverance and speed.

POSSIBLE WAYS TO PLAY:

The game includes activities such as opening and closing zippers buttoning attaching Velcro using clips and tying shoelaces. For an extra challenge children can complete tasks in the shortest possible time.

AUTHOR OF THE GAME: Nika Pec



Playful Yarn

CHILDREN'S AGE: 3–6 let

EDUCATIONAL AREA: Mathematics

GOALS:

- Practising fine motor skills and perseverance.

POSSIBLE WAYS TO PLAY:

Otrok prepleta preje različnih barv in tako ustvarja poljubne vzorce, motive.

AUTHOR OF THE GAME: Janja Leskovar



Mischievous Worms

STAROST OTROK: 3–6 let

EDUCATIONAL AREA: Society, Mathematics, Language

GOALS:

- Cooperation.
- Developing fine motor skills.
- Counting worms.
- Creating stories.

POSSIBLE WAYS TO PLAY:

Option 1: Two children use handmade hands to catch worms from opposite sides and place them into a basket. They count the worms during or after the activity.

Option 2: Children use the props to create and tell their own stories.

AUTHOR OF THE GAME: Kristina Plankl



Telescope and Crown

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Language

GOALS:

- Developing expression of emotions enriching imagination and strengthening creative thinking.

POSSIBLE WAYS TO PLAY:

Children enact short theatre scenes improvise or engage in role play. The props encourage storytelling creativity and imaginative expression.

AUTHOR OF THE GAME: Aleksandra Bogdanovski



Marketplace

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics,
Language

GOALS:

- Naming foods and sorting them according to given characteristics.

POSSIBLE WAYS TO PLAY:

The child sorts the pictures on the string to the left or right side based on the instructions shown in the example cards.

AUTHOR OF THE GAME: Mateja Planinc,
Jasmina Kidrič



Fisher Risto's Boat

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Language

GOALS:

- Encouraging speech development.
- Developing communication skills.

POSSIBLE WAYS TO PLAY:

The story tells of a fisherman named Risto who fishes in Lake Ohrid. Through play children naturally repeat the sound R which is one of the more demanding sounds for pronunciation. The sound is practised in a playful and natural way.

AUTHOR OF THE GAME: Vaska Simovska



Find the Right Wheels

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics

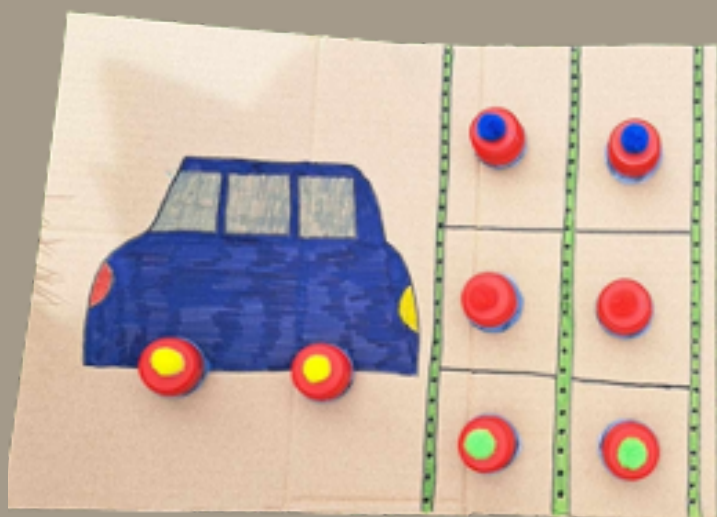
GOALS:

- Developing hand eye coordination.
- Developing fine motor skills.
- Developing observation sorting and precision.

POSSIBLE WAYS TO PLAY:

Otrok The child observes a car without wheels and selects the correct wheels among coloured bottle caps. They try to match wheels by colour and place them on the car. This encourages sorting observing and checking accuracy.

AUTHOR OF THE GAME: Kristina Plankl, Mateja Šrimf, Nika Pec, Nina Borko Bezjak



Buzz Fly into Line

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics, Nature, Society

GOALS:

- Developing logical thinking and strategy.
- Practising fine motor skills.
- Encouraging attention and concentration.
- Developing spatial orientation and cooperation.

POSSIBLE WAYS TO PLAY:

Option 1: Two players take turns placing one insect on the grid. The goal is to create a line of three of their insects horizontally, vertically or diagonally.

Option 2: Four players play in pairs. One child is blindfolded while the partner guides them using spatial directions such as left up centre. The winning pair is the first to form a line of three.

AUTHOR OF THE GAME: Kristina Plankl, Mateja Šrimf, Nika Pec, Nina Borko Bezjak



Counting with Natural Materials

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics, Nature, Language

GOALS:

- Precise manipulation of small objects.
- Recognising written numbers.
- Becoming familiar with natural materials.
- Matching quantities with numbers.

POSSIBLE WAYS TO PLAY:

Option 1: The child places natural materials according to the number shown in the field counting and sorting them.

Option 2: The child compares quantities in two fields and identifies where there are more or fewer materials.

AUTHOR OF THE GAME: Kristina Plankl, Mateja Šrimf, Nika Pec, Nina Borko Bezjak



Find the Vegetables

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Developing fine motor skills and hand eye coordination.
- Encouraging logical thinking and sorting.
- Developing attention concentration and organisation skills.

POSSIBLE WAYS TO PLAY:

The board includes vegetables inserted in slots. Children receive instruction cards such as Find yellow vegetables. The child pulls out vegetables of that colour and sorts them. After the activity the child counts how many colours they found.

AUTHOR OF THE GAME: Stanka Stamenkovska



Shirts with Numbers and Buttons

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics, Movement

GOALS:

- Recognising numbers and counting.
- Developing fine motor skills and hand eye coordination.
- Logical sorting.
- Developing attention and perseverance.

POSSIBLE WAYS TO PLAY:

Option 1: A background with a clothesline displays shirts marked with numbers. The child receives small shirts with buttons. They count the buttons and clip the small shirt next to the matching number.

Option 2: For older children larger numbers or colours can be added. The game can be group based with children taking turns.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar in Kristina Zorić Beslema



Matching Colours and Shapes

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics

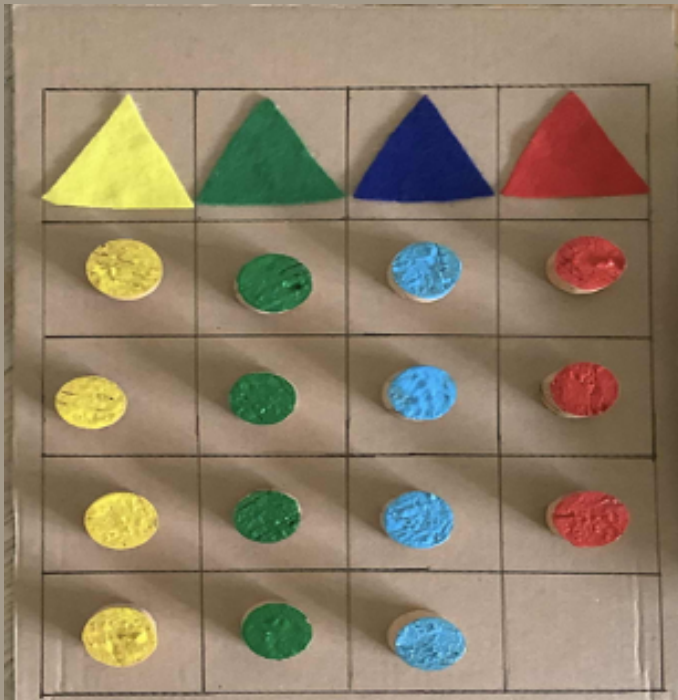
GOALS:

- Developing fine motor skills and hand eye coordination.
- Encouraging logical thinking sorting and attention.

POSSIBLE WAYS TO PLAY:

The child matches each coloured circle with the triangle of the same colour. Circles are mixed and scattered across the grid. The game ends when all circles are placed correctly under the corresponding triangles.

AUTHOR OF THE GAME: Stanka Stamenkovska



Football Match

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Movement

GOALS:

- Developing fine motor skills and hand eye coordination.
- Developing attention.
- Learning to follow game rules.

POSSIBLE WAYS TO PLAY:

The game is designed for two children. They use sticks or small rods to collect balls. The winner is the child who collects more balls.

AUTHOR OF THE GAME: Aleksandra Bogdanovski



Football Training

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Movement

GOALS:

- Developing gross motor skills precision and coordination.
- Counting and comparing results.
- Developing cooperation and respecting rules.

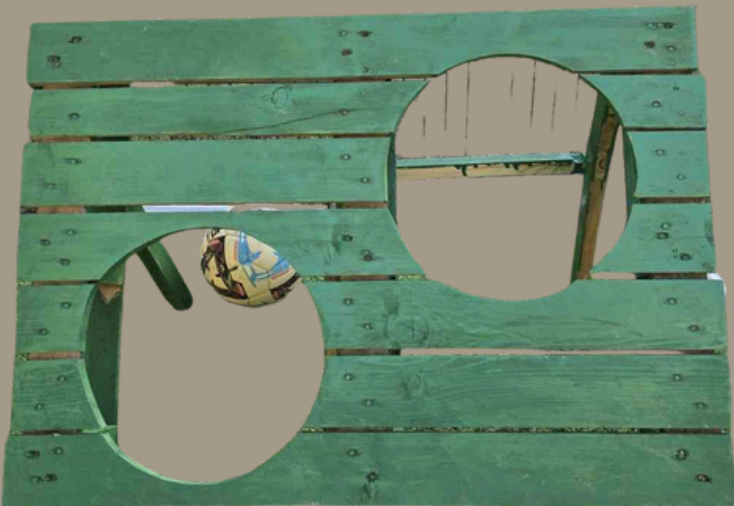
POSSIBLE WAYS TO PLAY:

Option 1: Children freely kick the ball into marked openings and practise precision and strength.

Option 2: As a competition children count goals and compare results to find the best player.

Option 3: The game can be played in teams with children taking turns shooting at the goal.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema, Nina Borko Bezjak, Mateja Šrimf, Kristina Plankl, Nika Pec, Vaska Simovska, Aleksandra Bogdanovski, Stanka Stamenkovska in Snežana Vuchkovska



Funny Monsters

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics

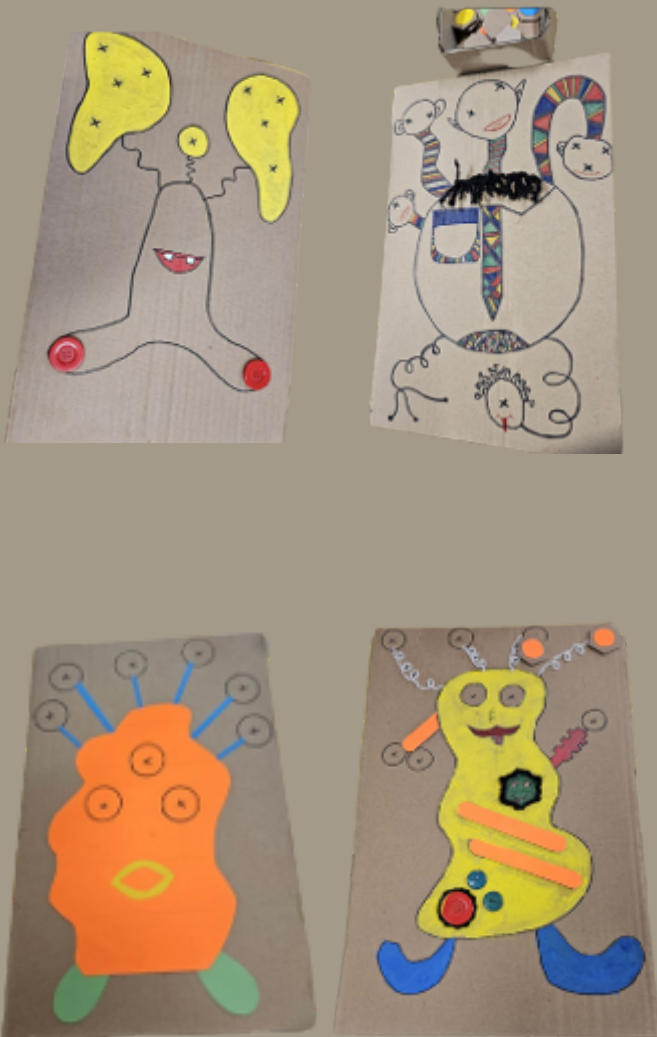
GOALS:

- Developing mathematical competence.
- Recognising colours and shapes.
- Encouraging cooperative play and respecting rules.

POSSIBLE WAYS TO PLAY:

Up to four children can play. They use two dice, one with numbers and one with colours and shapes. The child rolls both dice and finds the matching eye in the box then places it on their monster board. The winner is the first child who completes their monster.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema



Season Houses

STAROST OTROK: 3–6 years

EDUCATIONAL AREA: Language, Society, Movement

GOALS:

- Enriching vocabulary through role play.
- Developing cooperation.
- Encouraging imagination and creativity.
- Developing sorting skills.

POSSIBLE WAYS TO PLAY:

Children search for natural materials that match the chosen season on the house. They can create simple dramatizations such as an autumn walk spring picnic or winter morning and name the objects actions and seasons while playing.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema, Nina Borko Bezjak, Mateja Šrimf, Kristina Plankl, Nika Pec, Vaska Simovska, Aleksandra Bogdanovski, Stanka Stamenkovska, Snežana Vuchkovska



Sensory Cube



CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Movement

GOALS:

- Offering sensory experiences through touch.
- Developing tactile awareness.

POSSIBLE WAYS TO PLAY:

The cube has six different textured surfaces from rough to smooth. A child rolls the cube and touches the surface it lands on.

AUTHOR OF THE GAME: Vaska Simovska

Saška's Dresses

CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Language, Movement, Mathematics

GOALS:

- Encouraging clear and correct speech.
- Supporting cognitive development.
- Developing fine motor skills.
- Learning the days of the week and practising counting.

POSSIBLE WAYS TO PLAY:

Children listen to the story about Saška who prepares seven colourful dresses one for each day of the week. They count the days name them and attach the dresses using clothespins. The story can be adapted to children's creativity.

AUTHOR OF THE GAME: Snežana Vuchkovska



Matching Colours



CHILDREN'S AGE: 3–6 years

EDUCATIONAL AREA: Mathematics, Language, Movement

GOALS:

- Recognising sorting and naming colours.
- Developing fine motor skills.
- Developing hand eye coordination.

POSSIBLE WAYS TO PLAY:

Option 1: The child inserts sticks into holes of the matching colours.

Option 2: The game can be made more exciting by using a stopwatch.

Option 3: For extra challenge the child can try finding the right colour with eyes closed based on verbal clues.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema

Mouse Chase for Cheese

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Movement, Mathematics

GOALS:

- Guiding the mouse through a maze to reach the cheese while developing hand eye coordination.

POSSIBLE WAYS TO PLAY:

The player places the mouse at the start and guides it with a magnet from below. The cheese is placed at the opposite end of the maze. The goal is to reach the cheese without touching the maze walls. Time can be measured with a sand timer.

AUTHOR OF THE GAME: Nina Borko Bezjak



Colour Columns

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Encouraging logical thinking.
- Developing sorting skills.
- Developing fine motor skills.
- Strengthening attention and concentration.

POSSIBLE WAYS TO PLAY:

The child moves coloured items between columns using an empty column as help. When each column contains objects of a single colour the game is complete.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema



Journey into Space

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Movement

GOALS:

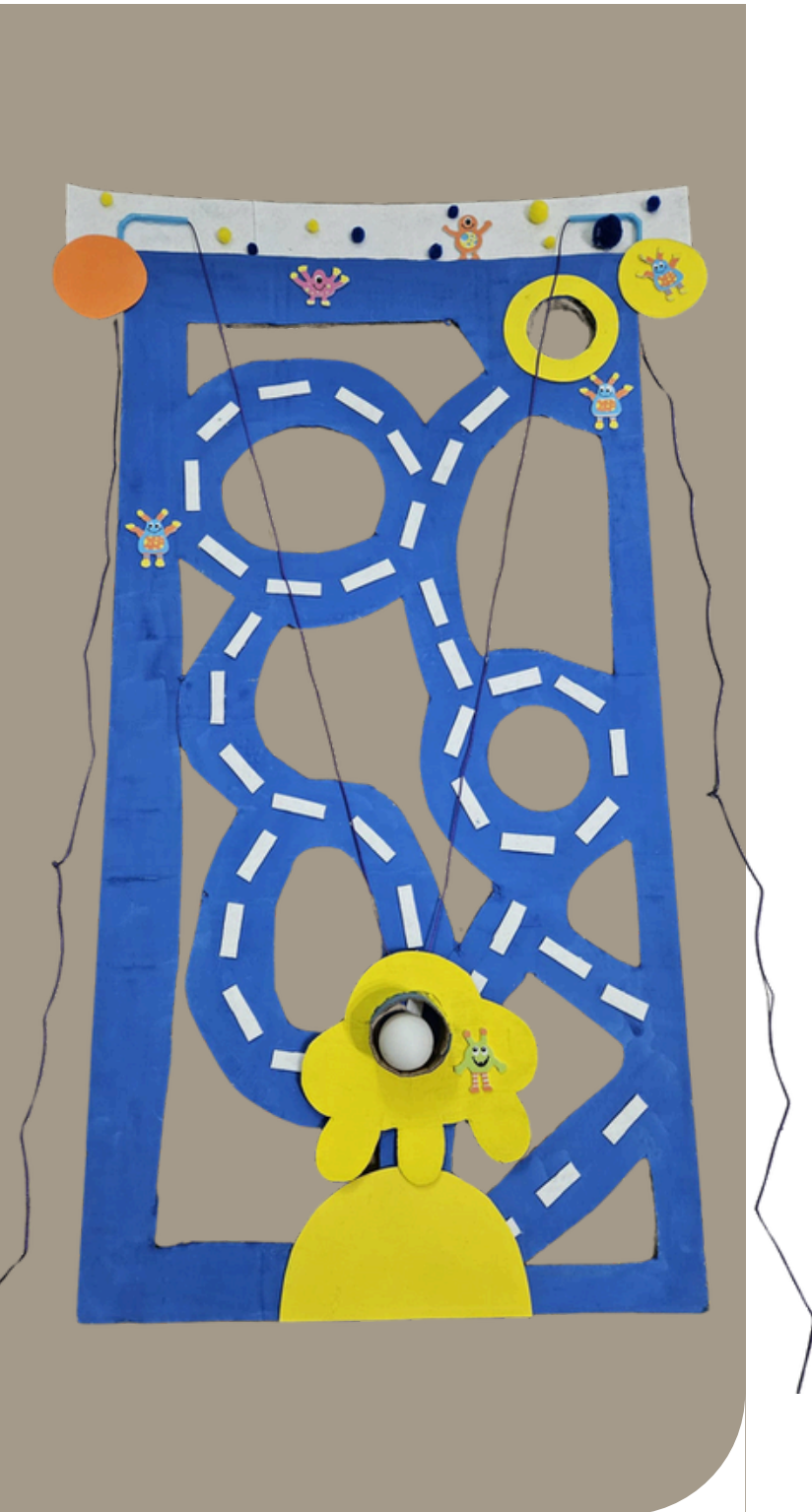
- Developing hand eye coordination and fine motor skills.
- Strengthening attention.
- Developing spatial orientation.

POSSIBLE WAYS TO PLAY:

Option 1: The child directs the ball along the chosen path toward the final opening. The game ends when the ball falls through.

Option 2: Two children can play against each other. Time is measured and the faster child wins.

AUTHOR OF THE GAME: Mateja Šrimf



Krožni barvni lov

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Society, Mathematics, Movement

GOALS:

- Developing children's dexterity.
- Training memory.
- Recognising and reinforcing colours.
- Encouraging concentration and patience.
- Developing hand eye coordination.

POSSIBLE WAYS TO PLAY:

Option 1: The child places all caps on the matching colours. They then roll a dice to determine which colour they must find. The game works like a memory game combined with a dice. When the child finds a matching coloured pair they remove it from the board. The child with the most caps wins.

Option 2: Caps are mixed on the table. The child rolls the dice to find out which colour they must look for. They place the matching caps on the round base onto the corresponding colour.

AUTHOR OF THE GAME: Tamara Leskovar



Ladybug and Bee Game

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Society

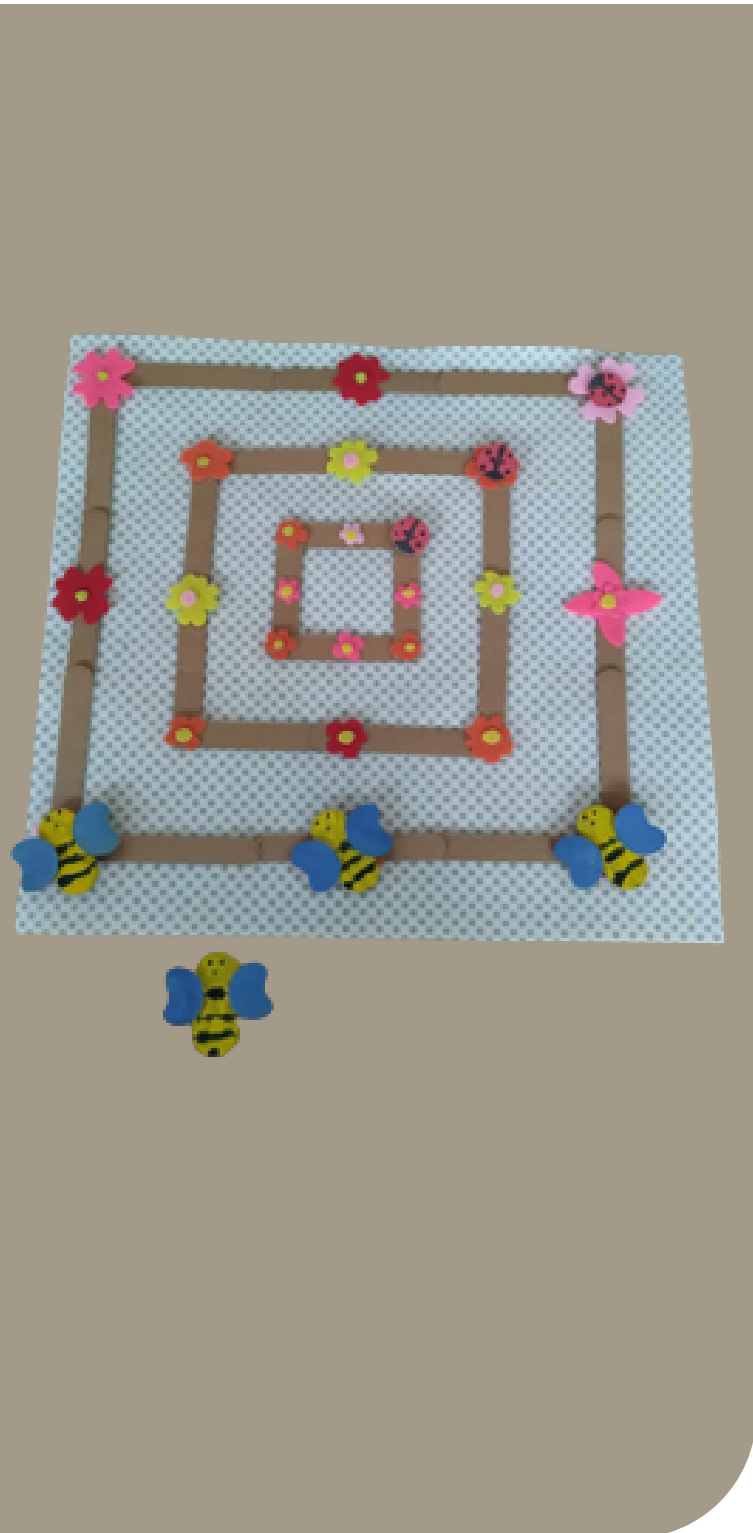
GOALS:

- Developing independence attention and perseverance.
- Enabling precise observation and manipulation of pieces.
- Learning to follow game rules.

POSSIBLE WAYS TO PLAY:

The game involves moving pieces on a grid horizontally vertically or diagonally. The child places ladybugs and bees and tries to form a row of three identical pieces in the indicated direction. The winner is the first to succeed.

AUTHOR OF THE GAME: Stanka Stemenkovska



Ludo Game – Do Not Get Angry

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Society,
Mathematics

GOALS:

- Learning to follow rules.
- Recognising and naming basic colours.
- Learning numbers.
- Developing patience and perseverance.

POSSIBLE WAYS TO PLAY:

Four children play. Each uses a figure in their colour. Children take turns rolling the dice and move their figures along the path marked in their colour. Each insect figure follows its colour path. The winner is the one who brings all figures to the finish first.

AUTHOR OF THE GAME: Aleksandra Bogdanovska



Puzzle – Body Parts

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Mathematics, Nature, Movement

GOALS:

- Developing problem solving.
- Improving memory and attention.
- Developing hand eye coordination.
- Strengthening fine motor skills.
- Learning body parts.

POSSIBLE WAYS TO PLAY:

One or two children can play. The child takes pieces out of the frame and sorts them until they complete the puzzle. At the end the child checks if the body parts are assembled correctly.

AUTHOR OF THE GAME: Vaska Simovska



Senses

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Nature,
Mathematics

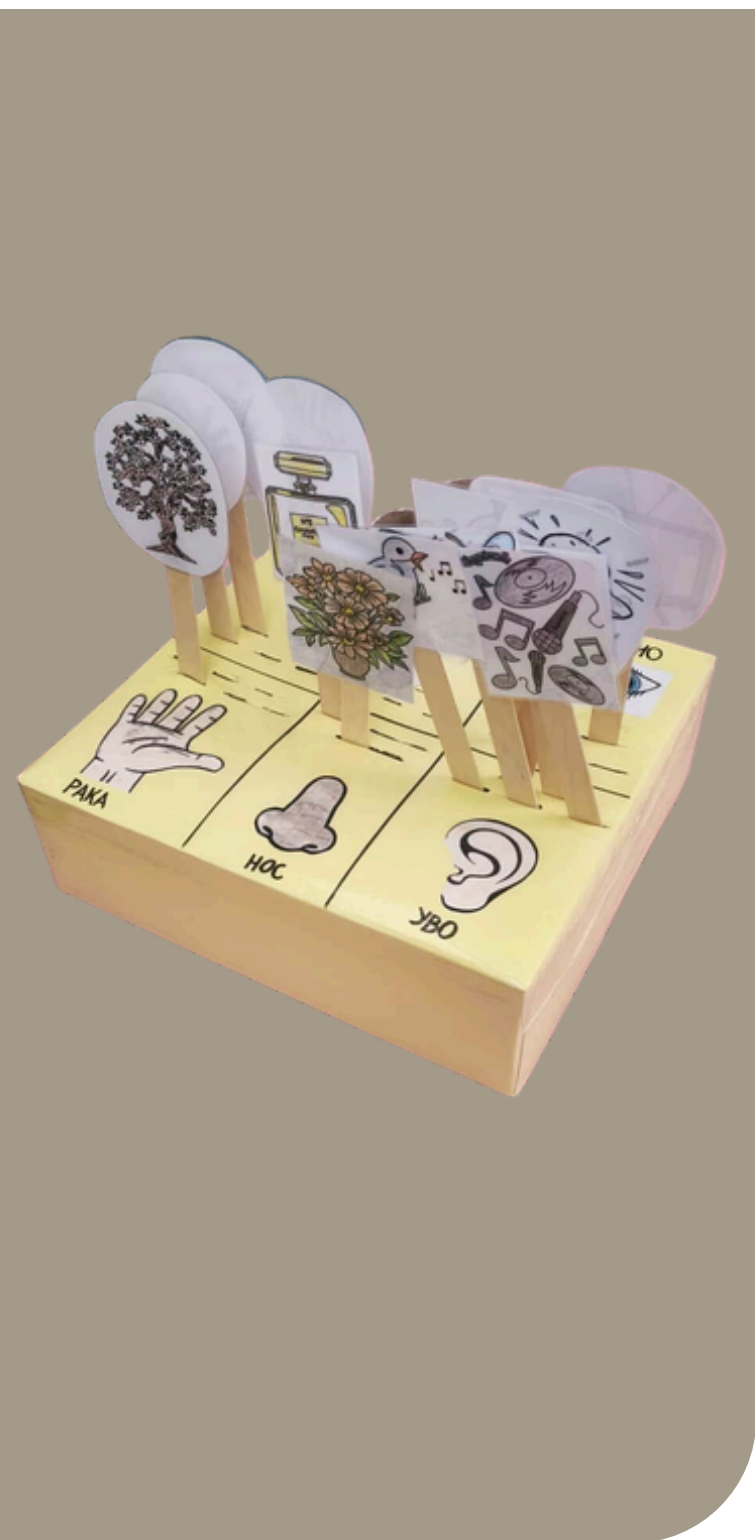
GOALS:

- Encouraging problem solving.
- Developing fine and gross motor skills.
- Sorting objects.
- Encouraging cooperation.
- Learning about senses.

POSSIBLE WAYS TO PLAY:

The game is played in groups. Children sort objects onto marked places using different senses. They train memory develop attention and strengthen sensory abilities.

AUTHOR OF THE GAME: Sanela Eminovska



Rag Dolls



CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Society

GOALS:

- Role play and expressing emotions.
- Learning about family members.
- Recognising gender differences.

POSSIBLE WAYS TO PLAY:

The game encourages recognition of family roles and understanding gender differences through symbolic play. Children develop social understanding empathy and the ability to describe relationships between family members.

AUTHOR OF THE GAME: Aleksandra Bogdanovski

Weaving Toy

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Art, Mathematics, Society

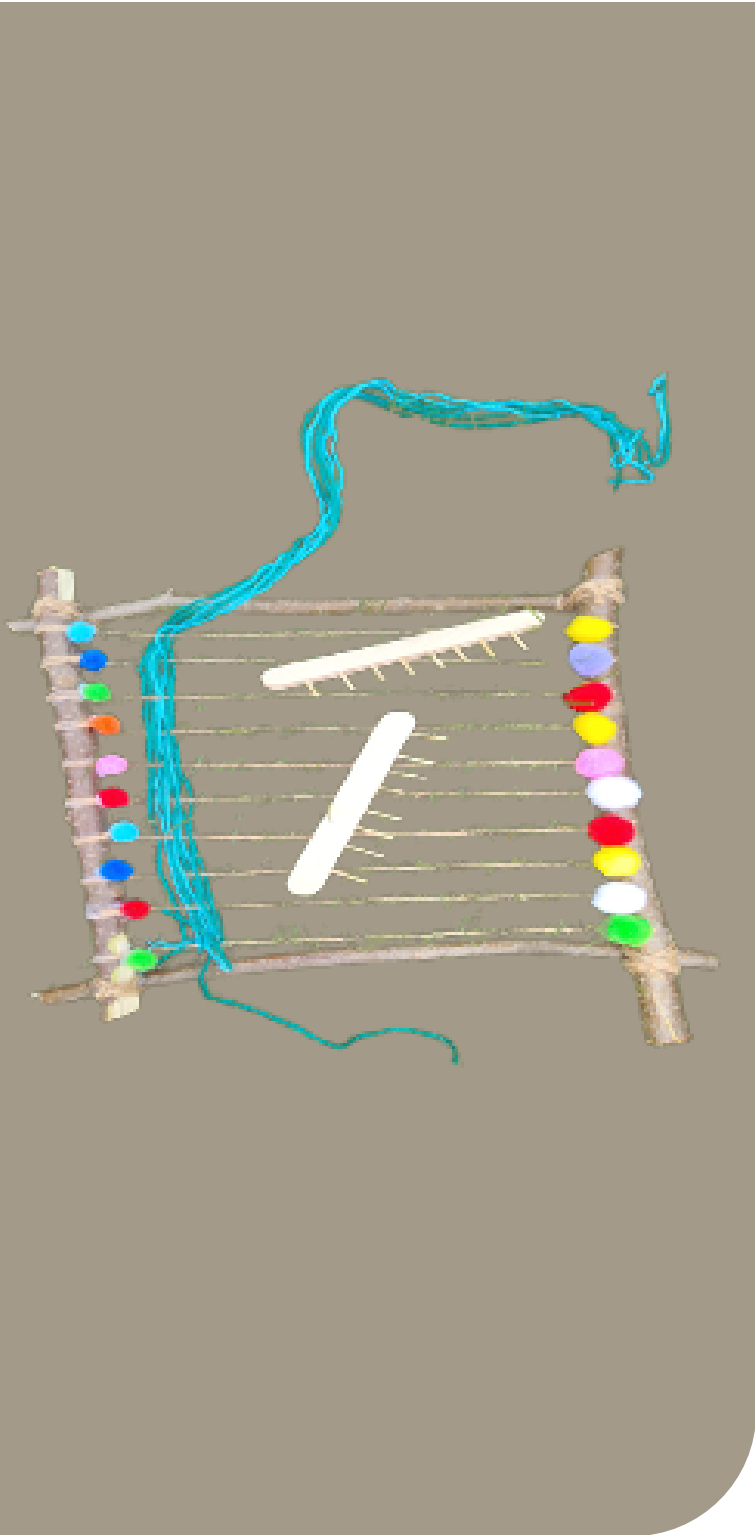
GOALS:

- Getting to know a traditional weaving technique.
- Developing fine motor skills.
- Learning about patterns and colours.

POSSIBLE WAYS TO PLAY:

The toy includes a weaving frame and two wool combs. The child chooses wool and weaves it over and under the threads of the frame creating a pattern. The comb is used to press the wool down for an even texture. A predefined pattern can also be offered.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar, Kristina Zorić Beslema



Tic Tac Toe

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Developing logical thinking.
- Understanding patterns and spatial orientation.
- Learning rules and following them.
- Cooperating with peers.

POSSIBLE WAYS TO PLAY:

Option 1: The classic version of the game where two players try to place three of their symbols in a row.

Option 2: Children play in teams and record points over several rounds.

AUTHOR OF THE GAME: Jasenka Zeko, Marija Jukić, Nikolina Bošković Totar in Kristina Zorić Beslema.



Little Friend from Nature

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Art

GOALS:

- Recognising and naming natural materials.
- Cooperating in creating a figure.
- Encouraging environmental awareness and the use of eco friendly materials.
- Encouraging cooperation and positive relationships.

POSSIBLE WAYS TO PLAY:

Children start with a discussion about nature. They have wool and branches available and create their own nature friend. They name their figure and present it to others. Together they create a circle of friends from nature which can be used as a basis for further play.

AUTHOR OF THE GAME: Stanka Stamenkovska



Domino

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Developing independence perseverance attention and patience.
- Developing logical thinking and planning.

POSSIBLE WAYS TO PLAY:

The game is for two children. Each receives a set of domino stones. The rest form a reserve pile. The child with a double starts or a random stone is used. Stones are placed so that symbols match. If a player cannot play they take a stone from the pile. The winner is the player who uses all stones or has fewer remaining.

AUTHOR OF THE GAME: Stanka Stamenkovska



Table Cutlery

STAROST OTROK: 4–6 years

EDUCATIONAL AREA: Society

GOALS:

- Developing imagination and role play.
- Developing skills of sorting and counting.
- Understanding concepts of spatial orientation.

POSSIBLE WAYS TO PLAY:

Option 1: Children use the objects as props in role play. In the play corner they include them in situations such as setting the table.

Option 2: Children compare and sort the objects by size shape or type of cutlery. They arrange them into groups such as spoons forks knives and place them in the correct positions on the table while cooperating and planning together.

AUTHOR OF THE GAME: Snežana Vuchkovska



Find the Right Path and Play with Me

CHILDREN'S AGE: 4–6 years

EDUCATIONAL AREA: Mathematics

GOALS:

- Developing algorithmic thinking and counting.

MOŽNI NAČIN IGRE:

The child uses direction cards to find the correct path and selects the right ones to successfully reach the final goal. The game begins with both children searching for the number one. Whoever finds it first continues with number two then number three and so on all the way to the finish. If a child cannot find the next number they must close all previously opened ones and then the second child begins searching again from the start. The game can be adapted to the child's age by adding larger numbers different colours or additional challenges.

AUTHOR OF THE GAME: Blanka Kamenik



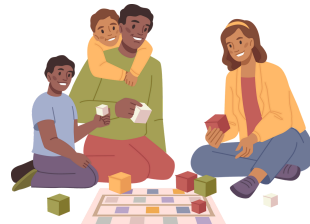


Closing Reflection – When Creativity Meets Practice

The didactic toys presented in this catalogue are not only the result of creative and professional planning they are also an important tool for supporting the holistic development of children. Their use encourages exploration logical thinking movement creativity and independence.

An important step in transferring these games into everyday family life was the establishment of a didactic toy library which we organised during the professional event titled Creating Together for an Inclusive Kindergarten on 14 October 2025. The toy library was prepared by Mateja Šrimf who designed a clear and structured collection of didactic materials including those created during Erasmus+ mobilities.

The toy library offered parents the opportunity to get to know the toys directly try them out at home and create additional opportunities for play learning and connection with their child. This established an important bridge between kindergarten and home because the value of play extends beyond the playroom and becomes part of daily family life.



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Contact

Telephone: +386 2 80 51 420
 Website: www.vrtec-slobistrica.si
 E-mail: info@vrtec-slobistrica.si