

# What can be done with Good-Morning Cards?

365 knowledge cards designed for children - a card for every day of the year

## Three difficulty Levels:

-  1-170 Easy
-  171-322 Medium
-  323-365 Hard



## Six topics:

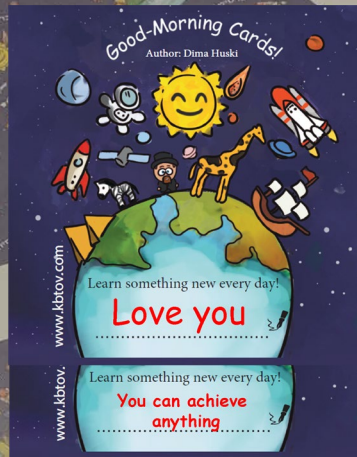
-  Animal kingdom
-  Geography
-  World of numbers
-  Outer space
-  Human body
-  Definitions, inventions, and phenomena



Useful for spending pleasant quality time with parents, teachers, or kindergarten teacher - reading one card every day

Write on the back of the card a personal greeting

Lunch box - a card every day



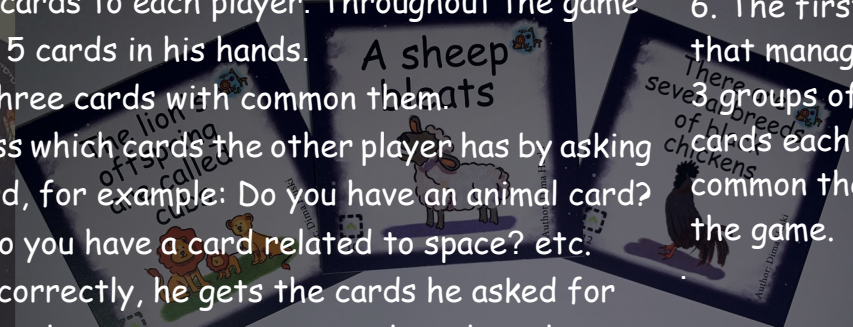
## Memory game - for children who do not know how to read yet

1. Focus on the image.
2. Explain what is written.
3. After several repetitions of the explanation, turn the cards over and ask the child to explain what is seen in the cards.



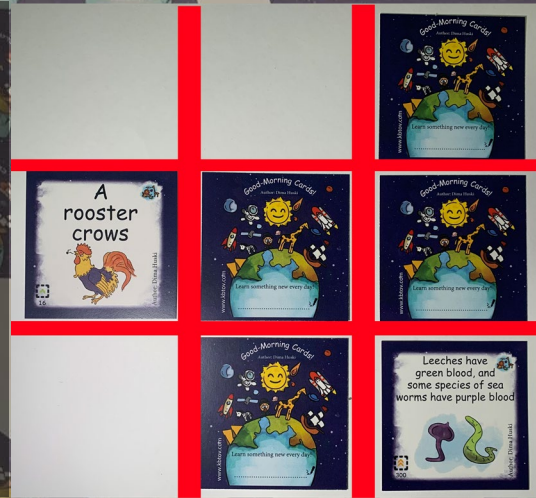
## The link game - for developing an understanding of the differences and similarities between things

1. Shuffle the cards and deal five cards to each player. Throughout the game each player should have at least 5 cards in his hands.
2. The goal is to create groups of three cards with common them.
3. In each turn a player tries to guess which cards the other player has by asking a question about the type of card, for example: Do you have an animal card? Do you have a countries card? Do you have a card related to space? etc.
4. If the player managed to guess correctly, he gets the cards he asked for and reads the explanations. Then, the turn turns-over to the other player.
5. Each trio of cards with common them earns a point.
6. The first player that manages to put 3 groups of three cards each with common them wins the game.



# Reading Tic-tac-toe - game version that develops reading

1. Draw a game board with one player playing the front of the cards and the other playing the back of the cards.
2. In each turn a player draws a random card and reads it.
3. If he has read everything correctly, he can place the card on the board
4. First player to create a sequence of three cards in a straight-line wins.



## Brainstorming - Learning to formulate questions

1. Shuffle all the cards and place in one pile.
2. Pull out a card and formulate a question for the player in front of you.
3. A correct answer earns a point, and now the turn turns-over to the other player.
4. Whoever scores 10 points first wins.



## The game of risk - learning to formulate questions and understanding risk-taking

1. Shuffle the cards and divide into piles according to the difficulty levels.
2. The correct answer score is according to the level of difficulty of the cards:  
Green - 1 point, orange - 2 points and red - 3 points.
3. In each turn, one player chooses from which pile the card will be drawn from.
4. Pull out a card and formulate a question to the player being asked.
5. If the players answer is incorrect, the points subject to the level of difficulty chosen is transferred to the asking player, and the roles changes. If the player asked answers correctly, he continues with another question - up to three questions in a row.
6. Whoever scores 15 points first wins.



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