Trio Logic HEADU game

What does a teacher need to teach? What does a fireman use to put out a fire? What does a doctor do? Trio Logic game provides a fun, easy answer to all these questions. Children build logical thinking skills that allow them to compare and classify, and improve their visual memory.



I/Assemble the I2 mini puzzles

Lay the 36 tiles out on a flat surface then the children can have some fun completing the 12 mini puzzles of jobs by themselves or in a group. Each puzzle has three pieces: one shows a job, a carpenter for example, which has two linked pieces depicting the tools of his trade and what the person doing this job can make - a saw and a cabinet in this case. Children learn about a selection of jobs, their tools and why they are important. Give them the time they need to make the right connections. What's more, the self-correcting matches mean players can check their progress independently. Once the mini puzzles are complete, parents can join in and ask the children to name each job, with questions like: "Which one's the pastry chef?", "Where's the mechanic?", "What does a hairdresser use?".



POLICEMAN

MECHANIC

DOCTOR

2/Teacher challenge

2 to 4 players

Lay the tiles out on a flat surface, with the 12 job ones (painter, bricklayer, etc.) on one side and the remaining 24 on the other. Each player chooses a job tile, finds its two matching tiles, then chooses another. The person who completes the most job puzzles first is the winner.





3/Memory test

2 to 6 players

Separate the 12 job tiles from the other ones and split them equally between the players. Mix the remaining 24 tiles up and spread them out, face down, on the playing surface. The youngest player goes first and picks up a tile. If the tile is associated with one of their job tiles, the player connects it; if not, they place it back on the table, facing down. The next player does the same, then the next, moving clockwise around the circle. The person who completes their job puzzles first is the winner.

