

LOGI miniBot – human internal organs

Reference: BOT1204-UNI

Learning anatomy and developing cognitive skills.

The game introduces children to the fascinating world of the human body in a friendly, visual, and interactive way. With the help of a colorful board and tokens depicting internal organs, young learners discover their names, functions, and locations within the body, supporting the development of biological knowledge and body awareness.

Learning takes place through multiple senses – by observing, listening, repeating, and pointing to elements on the body diagram. The set helps develop vocabulary, memory, and concentration, while the LOGI miniBot allows children to listen to the names of the organs, encouraging further exploration of the human body's secrets.

During play, children actively engage their whole body – they not only name the body parts and organs but also point to their locations, reinforcing knowledge through movement and practice. Activities can be carried out individually or in small groups, supporting communication and teamwork skills.

The simple yet engaging form of the game makes it an ideal tool for early school education as well as for classes focused on nature and anatomy.

To play the game, a LOGI miniBot is required (sold separately – product code: BOT2025).

Set contents:

- 2 colorful A3 boards
- 8 cardboard tokens with organ illustrations
- Teacher's guide with two activity versions

Number of players: 1–6 children

Set contents (for all language versions):

- Colorful educational board 24 x 24 cm
- 26 double-sided cards illustrating shapes
- Instruction manual with two activity versions