

LOGI miniBot – Shapes in English

Product code: BOT1225-EN

A practical educational aid that supports foreign language learning through discovering and naming shapes.

The game develops language skills in an engaging and playful way – children learn to recognize, name and correctly pronounce basic shapes in a foreign language. By working with the cards, they learn and reinforce vocabulary related to shapes such as: circle, square, triangle, rectangle and pentagon, and learn to relate them to objects from everyday life.

The set is based on a self-checking method, which supports motivation, builds self-confidence and develops self-control skills. Double-sided cards (shape/object) allow the level of difficulty to be gradually increased, introducing children to increasingly complex language tasks.

Teachers can easily use the game in individual and group work – especially during language classes, general development activities or as part of educational therapy. Thanks to the illustrations, children learn to associate words in a foreign language with specific situations and objects, which supports long-term retention.

The game supports speech development, enriches thematic vocabulary in a foreign language and engages various senses – sight, hearing and touch – making learning natural, effective and enjoyable.

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

Contents of each set:

- 26 illustrated cards
- Instruction manual with two activity variants

Users:

- 1–6 children