

HEALTH MANAGEMENT EDUCATIONAL GAME

"KIKU AND MIKU's HEALTH JOURNEY "

The purpose of the game is to explain the significance of health to small children – what kind of activities and things influence their health and what they can do to improve it. The game is for kids aged 3–6.

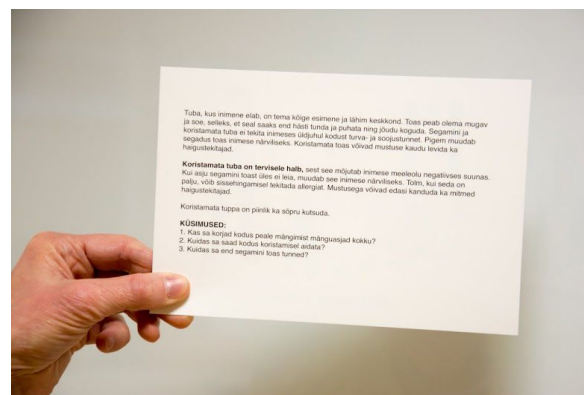
This educational game is based on the principle that health is our most valuable resource and its quality is influenced by our own choices and decisions. During the gameplay, kids can choose between five important areas and decide which factors affect their health. Fun hand-drawn pictures help make the experience more enjoyable and encourage players to use their imagination. With some guidance, it is very interesting to journey through the health topics and discuss different aspects of health.

All the playing cards are spread out on the floor and the children in turn pick up a card and say which category it belongs to. They also have to decide whether the action (or thing) depicted on the card has a positive or negative effect on their health and explain their decision. A similar course of action is repeated until all the cards are used up.



The game set includes:

- 5 double-sided (good side and bad side) game boards (food, physical activities, environment, hygiene, moods)
- 54 double-sided playing cards (picture + text)
- 2 separate faces (happy and sad) for placing on a wall
- instruction



The minimum number of players is 2, maximum 20 at a time. Total playing time depends on how long you want to play. If play with one game board only, it should take approximately one academic hour.



Playing cards can be fastened to the wall without grouping into specific topics. In this case, players simply have to decide whether the action or thing depicted on the picture is healthy or unhealthy and put the card under the correct facial expression card (happy or sad) on the wall.



Children have to explain their choice – younger kids less, older children more.

Teacher/parent etc. helps children with explanations.

Words written under the pictures can help children learn new letters and words.

Teachers can use the text on the back of the playing cards to explain the subjects.

Older children might be able to read the explanations on their own.

Game boards and playing cards can certainly be used in many different ways besides the ones stated in the instruction. This game allows freedom and creativity for both children and teachers. This game can also be used to cover other topics in kindergarten learning programmes.

Price of the game: 29.50

All the best wishes,

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