

The SENCO's Catalogue

Autumn Term 2016/17 Primary & Secondary Edition



Grip Balls
page 4

**Exciting ideas to help
students of all abilities
to improve their skills!**

Welcome to Britain's most comprehensive range of SEN resources!



Hello,

I'm Gavin Ucko, founder of the award-winning Happy Puzzle Company, and I'm delighted to welcome you to Britain's most comprehensive range of puzzles and games for children with Specific Learning Difficulties.

We are trusted by over 14,000 schools who are using our products to help teachers develop students' skills through play. In addition, over 8,000 schools have run Puzzle Challenge Days with us (see page 64).

Improving skills through fun!

Our puzzles and games will improve the skills of students of all abilities. All of them are mainstream resources which will strengthen a wide variety of skills without the child even realising, boosting their confidence and raising their own expectations of what they can achieve.

Our knowledgeable team will be delighted to help advise you and we are also more than happy to talk directly to parents. In fact, if you look at pages 53 to 57 you will see that we have put together a range of puzzle packs for parents and children to use together at home.

You can place your order via an official purchase order, online, or by telephone, fax, post or email. Please note that we are happy to invoice UK schools.

So thank you and happy puzzling!

Gavin Ucko,
Managing Director

Please Note... the prices in this catalogue are shown exclusive of VAT. Where applicable, VAT will be charged on your invoice, although most schools will be able to claim this back. Please note that on our website, product prices are shown inclusive of VAT.



How to contact us



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Calling from outside the UK **+44 20 8953 4484**

* Our 0844 numbers cost 7p per minute plus your phone company's access charge.



Secure ordering online

www.puzzlesforschools.co.uk



By Post

The Happy Puzzle Company Ltd.

PO Box 586, Elstree, Herts, WD6 3XY



By Fax

Fax us on **0844 848 2821**

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Ordering online is so easy!



Every product in this catalogue is available to order 24 hours a day online!

We've worked hard to ensure that our **NEW**, improved website is incredibly easy to use. You can browse through the products, or use the search facility using the product names or order codes. All of the special offers in this catalogue are also available online!

www.puzzlesforschools.co.uk

For special offers, puzzles and competitions follow us on...



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Our Guarantee

You'll appreciate that we depend upon our reputation with our customers as a totally honest, expert and helpful provider of top quality games and puzzles. Therefore, if you are less than completely satisfied with any aspect of your dealings with us, please let us know and we will do everything possible to put it right!

Just in case you receive your order and have second thoughts about something you've chosen, simply send it back unused and in its original sealed packaging within seven days and we'll send you a different game... or issue a full refund if you prefer. Please see the order form on page 51 for our full terms and conditions.



Please Note... that the special (multi-save) offers shown in this catalogue are only available to customers ordering by telephone, fax, post or online. These offers can be requested by personal shoppers, but they must be specifically requested.

They may not be used in conjunction with any offers at exhibitions/schools etc. Other terms and conditions can be found as part of your order form. All information supplied in this catalogue is correct at the time of going to press. We reserve the right to change prices or other information without notice.

Your one-stop solution to buying resources for your school or home.



SENCO & Home Puzzle Packs!

Including full free permanent support from The Happy Puzzle Company plus the replacement of pieces that go missing, free of charge! (Subject to terms and conditions)






SEE PAGES 53 TO 57 FOR MORE DETAILS

Also Available...

Maths, Logical Reasoning & Thinking Skills Catalogue for Primary Schools & Secondary Schools



Contents

-  **4 Stress Busters**
-  **5 Logical Reasoning**
-  **10 Numeracy Skills**
-  **17 Shape and Tessellation Puzzles**
-  **19 STEM**
-  **21 Literacy Skills**
-  **25 Fine Motor Skills**
-  **32 Gross Motor Skills**
-  **34 Speed Of Thought**
-  **35 Observation and Visual Perception**
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“**A**lthough 75 per cent of teachers use puzzles in some form in their lessons, they are often seen as ways to engage children rather than improve learning. But the research suggests that puzzles have far wider psychological and cognitive benefits for pupils... The games were found to be most useful in learning terminology and vocabulary, abstract reasoning and memorising data... Generally, all puzzles were found to support the National Curriculum.”

Daily Mail, 2nd August 2014

Key to symbols

-  This product is recommended as a useful learning tool for someone with Dyslexia.
 -  This product is recommended as a useful learning tool for someone with Dyspraxia.
 -  This game can be played using non-verbal communication skills.
 -  This game, when involving more than one player, will require turn-taking.
 -  This game is particularly good as a travel companion. The pieces are easily stored and the game is compact.
 -  This is a puzzle or game that comes with only one main piece.
 -  Graded Activity For All Abilities: This symbol indicates that the puzzle or game can be played on a number of levels, generally starting with easy puzzles and getting harder as you progress - making it ideal for all abilities.
 -  Improves Confidence & Concentration: This symbol indicates that the puzzle or game will help to boost the player's confidence and improve their concentration skills.
- multisave offer

Look out for our special Multisave offers.



Watch this product in action on our website!



Ideas to help focus and relax your students

Tangle

Hand Eye Co-ordination, Visual Perception, Fine Motor Skills, Spatial Awareness, Creativity, Sensory Awareness

This surely is the ultimate expression of creativity! Tangle is a twisting loop that constantly changes shape as you move it. The idea is to twist the loop into sculptures and other creations, but your mind will work so fast as you twist, that you are planning as you go. Once you have picked the Tangle up it's hard to put it down. A really good fun and highly effective idea!

Box size approx. 3.8cm x 5cm

Ages: 5 to adult Players: 1
Code: TNGJR £3.33



NEW! Grip Balls

Easy To Catch, Throw And Kick!

Gross Motor Skills, Hand/Eye Co-ordination, Visual Perception, Spatial Awareness

For anyone who finds it challenging to throw a ball or catch one, these ingenious creations have a clever surface, with different places to help grip the balls. They bounce high, they're extremely durable and waterproof too! Colours may vary from those shown.

Ages: 3 to adult Players: 1 or more



Large Football



American Football
12cm x 12cm x 23cm.
Weight is approx. 0.4kg
Code: EZAMFB
£12.49

Large Football
22cm Diameter.
Weight is approx. 0.5kg
Code: EZLGFB
£14.16



Medium Football
15cm Diameter.
Weight is approx. 0.25kg
Code: EZMDFB £12.49



Memory Maze

Can You Follow The Flashing Sequence?

Memory Skills, Visual Perception, Fine Motor Skills

Remember the game 'Simon'? The challenge of Memory Maze is to follow the ever-increasing random sequence. Watch and listen as the lights flash accompanied by musical notes. Simply repeat the sequence. Succeed and the length of the sequence increases. This pocket sized game is great fun! Batteries included.

Box size approx. 16cm x 10.5cm

Ages: 6 to adult Players: 1
Code: FTMEM £5.83



Teeter Popper

Gross Motor Skills, Hand/Eye Co-ordination

This bizarre, yet brilliant creation, is the therapeutic equivalent of sitting on a giant never-ending bubble wrap. Sit, kneel or balance on the Teeter Popper and move back and forth or from side to side. The suction from the poppers grips and releases as you move creating a satisfying popping sensation. A superb therapy tool to help children relax, and equally good for developing gross motor skills.

Product size approx. 67cm x 16cm

Ages: 3 and up Players: 1
Green Code: FBTPPG £24.99
Blue Code: FBTPPB £24.99
Pink Code: FBTPPP £24.99



NEW! Dr Eureka

54 Molecule Mixing Challenges

Sequencing, Speed Of Thought, Problem Solving

Dr Eureka has 54 important experiments to complete. This brilliant set of challenges require you to solve the scientific formulae by mixing your molecules from test tube to test tube without touching them with your bare hands. Transfer your molecules faster than your competitors as you devise a sequence of test tube transfers and prove you are the most efficient scientist in the lab.

Box size approx. 26cm x 26cm

Ages: 6 to adult

Players: 2 to 4

Code: PLDEUR £16.66

DYP DYL NVC CC G



Thinking Dice

General Thinking Skills

Thinking Dice are a fun way of improving children's thinking skills and they can easily be adapted for a wide age range. The set includes six large, colour-coded foam dice which use different types of thinking to encourage children to engage in higher order thinking and questioning. These are; remembering and recalling information, understanding ideas and concepts, applying information, analysing information in order to explore and understand relationships, evaluating situations and creativity. There are almost endless applications for the Thinking Dice! Dice size approx. 5.5cm x 5.5cm

Ages: 6 to adult

Players: 2 or more

Code: TDTHDC £13.33

TT CC



Colour Code

Sequence The Tiles And Crack The Code!

Sequencing, Problem Solving, Concentration

Colour Code uses 18 bold, coloured shapes, each on a see-through tile. Pick a challenge, then stack a rack of tiles to recreate the exact composition presented by the challenge! However, you are not only working to sequence the shapes and colours, but you'll also need to work out which way round each tile goes! 100 multi-level challenges are included. Genius!

Box size approx. 24cm x 24cm

Ages: 5 to adult

Players: 1 or more

Code: LRCLC £14.16

DYL NVC CC G



watch the video on our website



NEW! Coggy

Can You Shift The Pieces Into The Correct Positions?

Visual Perception, Strategic Planning, Spatial Awareness, Sequencing, Problem Solving

Get your mental gears spinning with this super 3D challenge. Coggy has 40 multi-level brainteasing puzzles. Bend, rotate and shape Coggy to match the chosen challenge card. Each gear can shift up to 255 degrees. One side of Coggy features full colour puzzles whilst the other side is in black and white to add a different dimension. The challenges are cunning because the blank spaces on the cards are likely to throw a cog into your mental gears! Coggy also doubles as a fabulous fidget toy.

Box size approx. 12.5cm x 16.5cm

Ages: 6 to adult

Players: 1

Code: FBCGGY

£10.83

DYP DYL NVC TRV

ONE CC G



FREE DELIVERY ON ORDERS OVER £40!





NEW! Circuit Maze

Electric Current Logic Challenges

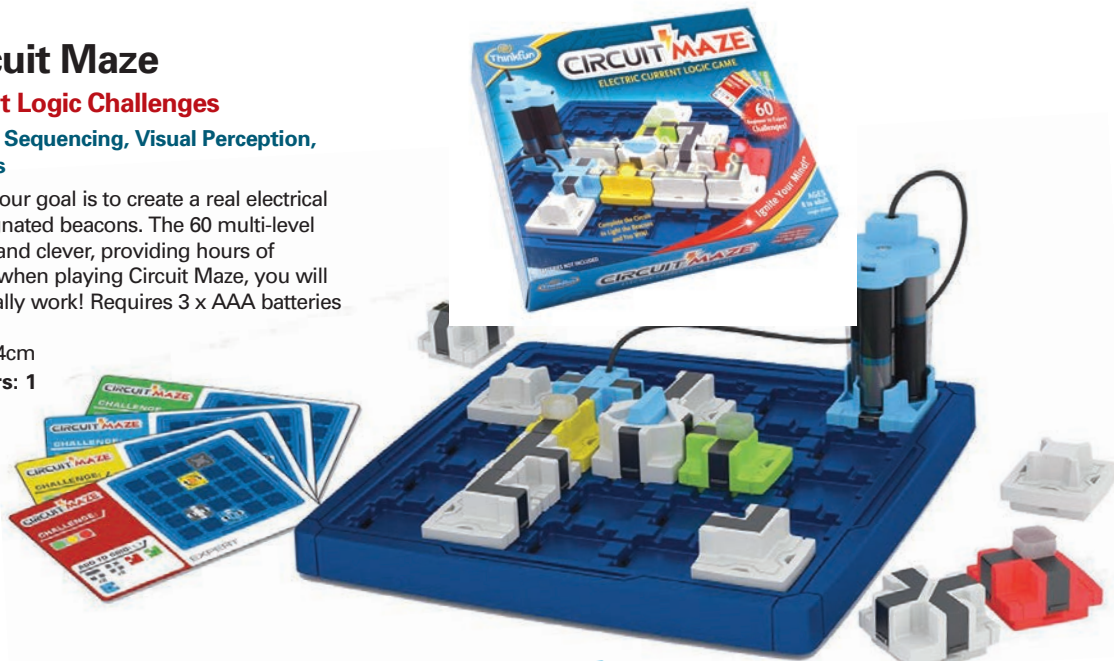
Problem Solving, Sequencing, Visual Perception, Spatial Awareness

With Circuit Maze, your goal is to create a real electrical circuit that lights up designated beacons. The 60 multi-level challenges are both tricky and clever, providing hours of electrifying puzzling. Plus, when playing Circuit Maze, you will discover how circuits actually work! Requires 3 x AAA batteries (not included).

Box size approx. 27cm x 24cm

Ages: 8 to adult Players: 1

Code: BACMAZ £24.99



Laser Maze

A Beam-Bending Logic Game

Sequencing, Visual Perception, Strategic Planning, Problem Solving, Spatial Awareness

This astonishing puzzle set comes from the makers of 'Rush Hour' and is one of the cleverest challenges we have ever seen. 60 multi-level puzzles, in which the aim is always to work out how to position the pieces so that when you shoot the laser beam it bounces off the designated mirrors and beam splitters, changing direction across the maze until it hits its target. This is not just a set of puzzles, it's real-life science! Absolutely awesome. Batteries included.

Box size approx. 27.5cm x 23.5cm

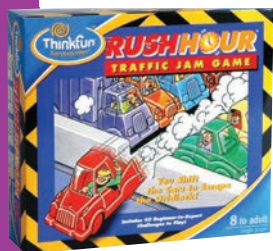
Ages: 8 to adult Players: 1 or 2

Code: BALMZ £24.99



Rush Hour Games

Sequencing, Visual Perception, Concentration, Fine Motor Skills, Problem Solving



Rush Hour

The Brilliant Sequencing Puzzle

Each puzzle need take no more than a few minutes to complete, and conquering even the simplest of challenges will lead to a huge sense of achievement and a boost in confidence! You are stuck in traffic with four big trucks and eleven other cars. By moving the cars and lorries backwards and forwards, the aim is to manoeuvre your way out of the traffic jam. The jams get harder as you progress through the challenges. 40 puzzles divided into four levels of difficulty. Storage bag included. Board size approx. 15.5cm x 14cm

Ages: 8 to adult Players: 1 or 2

Code: BARH1 £14.16



Rush Hour Junior

Here is the junior version of the game suitable for ages 6 to 8 years (although some 5 year olds will be able to do at least some of the puzzles). A storage bag is enclosed to stop pieces getting lost!

Board size approx. 15.5cm x 14cm

Ages: 6 to 8 Players: 1 or 2

Code: BARHJR £14.16

Ice Cubed

Work Out Where To Position Each Cube And Solve The Puzzle

Problem Solving, Numeracy Skills, Logical Deduction

This ingenious set of 48 graded 3D challenges requires you to use logical deduction combined with maths to correctly position up to five colour coded ice cubes in a tower, each one featuring a number on four sides. To solve each puzzle, the numbers on the outer face of each side of the ice-cubes must vertically add up to the totals shown at the foot of each of the four sides of the tower... all at the same time. It's straightforward enough until you start tackling puzzles without knowing which ice cubes you need to use. Each time you succeed, you'll want to push yourself that bit further! Box size approx. 30cm x 20cm

Ages: 7 to adult

Players: 1 or more

Code: HPCCBD £12.49

DYL NVC TT CC G



'Mastermind' Brainmaster

Lateral Thinking, Visual Perception, Logical Deduction

A stylish wooden version of the classic logical deduction game in which your opponent must guess the combination of coloured pegs in your hidden code. With each guess you can reveal how many pegs are correct and how many of those are in the correct position - but not which ones! Your opponent has 10 chances to crack the code! An absolute classic!

Box size approx. 28cm x 13.5cm

Ages: 8 to adult Players: 2

Code: GZMST £14.16

DYL NVC



NEW! Balance Beans

Logical Reasoning And Algebra With Beans!

Logical Deduction, Spatial Awareness, Sequencing, Problem Solving, Visual Perception

This clever series of 40 multi-level challenges will help introduce young learners to elementary algebra. Using logical reasoning, problem solving skills and maths, balancing the see-saw in each of the challenges is effectively balancing an equation. Hands-on and hugely effective, this is an exceptional learning tool. Box size approx. 24cm x 16.5cm

Ages: 5 to adult

Players: 1 (although a team can work together to solve each challenge)

Code: BABLBN £16.66

NVC CC G



Logical Reasoning

NEW! On The Line

The Overlapping Shape Brainteaser

Visual Perception, Speed Of Thought, Lateral Thinking, Problem Solving, Spatial Awareness

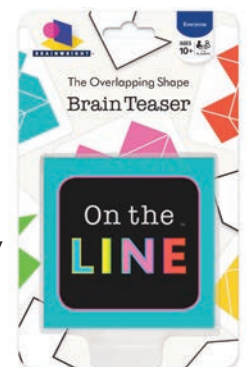
Line up for this vexingly visual brainteaser. Arrange four transparent shapes to perfectly form one of 60 unique geometric patterns. However, all four shapes are identical, so you will have to work out how to overlap them so that they sit in precisely the right position. Enough pieces are included for two people to race, or you can play as a solo game. Box size approx. 21cm x 13cm

Ages: 8 to adult (our recommendation)

Players: 1 or 2

Code: CSOTLN £9.99

DYP DYL NVC TRV CC



WHEN ORDERING PLEASE QUOTE CATALOGUE 'SEN4A'



NEW! Revolution

Mind Spinning Puzzles

Visual Perception, Sequencing, Problem Solving, Spatial Awareness

This ingenious set of challenges features 30 designs which need to be replicated using six double-sided wooden rings. Explore geometric concepts and fractions whilst solving the stunning challenges. Which side of the ring do you need? How far should it be rotated? When you've solved the puzzles, use your imagination to spin your way to dazzling designs of your own. The whole class will love this beautiful set of puzzles! Box size approx. 29cm x 29cm

Ages: 5 to adult Players: 1
Code: MWRVLN £24.99



NEW! Sort It Out!

Put Each Category Into The Correct Order!

Sequencing, Logical Reasoning

80 challenge cards in this great game of sorting the elements of each category into the correct order. Could you rank these according to which is the fastest; a cheetah, a race horse, a bicycle, a rabbit and a car travelling at 60mph? You get the idea! Box size approx. 12cm x 7cm

Ages: 10 to adult
(our recommendation)
Players: 2 to 6
Code: UGSOMG £8.33



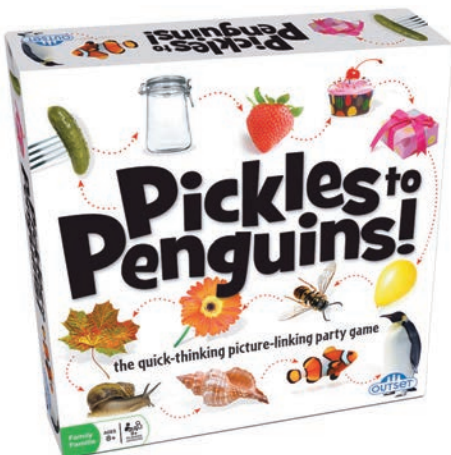
NEW! Pickles to Penguins

The Quick Thinking Picture Linking Game

Speed Of Thought, Logical Reasoning

Get rid of your cards the quickest by figuring out what your cards and the cards in play have in common. Do they share a colour? Are they both things you'd find in a salad or bring to a party? Exercise your lateral thinking abilities but don't be too hasty or you may have to pick up penalty cards for stretching a connection too far. Take a deep breath and let the chaos begin. Brilliant! Includes 528 double sided picture cards. Box size approx. 27cm x 27cm

Ages: 8 to adult Players: 2 or more
Code: OMPTPS £16.66



FREE DELIVERY ON ORDERS OVER £40!



Thinktangles!

Can You Find It... And Is It Really There?

Visual Perception, Problem Solving, Concentration, Speed Of Thought

A series of challenges that require you to think at speed and race against your opponent(s) to locate images, words and letters in a constantly changing playing area. The twist is that the item you are trying to find might not even be there!

Each of the 32 shaped cards in play contains ten images, words or letters, making a total of 320 across the cards. Every card also has a border of one, two or three colours. The 200 challenge cards give you a clue to something that needs to be located. However, there is a catch! Rolling the special dice will determine which of the shaped cards and which border colours you can use to complete the challenge. So your brain needs to concentrate on three things simultaneously!

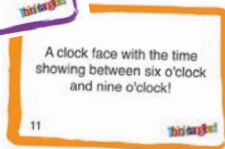
What starts as a simple looking challenge will soon leave you tied up in thinking knots and a mistake could cost you the game! Thinktangles! can be played with different difficulty levels making it a wonderful game for all age groups.

Box size approx. 25cm x 25cm

Ages: 6 to adult

Players: 2 to 6

Code: HPCTTG £12.49



NEW! Match Madness

Visual Perception, Strategic Planning, Logical Reasoning, Problem Solving

One of our favourite games this year. Each player receives a set of five blocks, each displaying two symbols and must race to be the first to match the pattern on one of the 60 multi-level cards. The clever part is that each block has four sides, meaning that there are four times the number of symbols available than you actually need to solve each puzzle. Just when you think you're about to win, it can all go horribly wrong! Genius! Box size approx. 20cm x 20cm

Ages: 7 to adult **Players: 1 to 4**

Code: FXMMAD £14.16





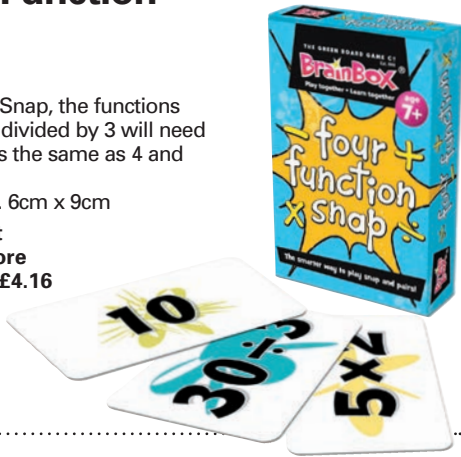
multisave offer Set Of All Four Maths Card Games:
Code: GGMSET Price: £12.49

Four Function Snap

Numeracy Skills

In Four Function Snap, the functions are mixed, so 12 divided by 3 will need to be identified as the same as 4 and so on.
Card size approx. 6cm x 9cm

Ages: 7 to adult
Players: 2 or more
Code: GGFCs £4.16

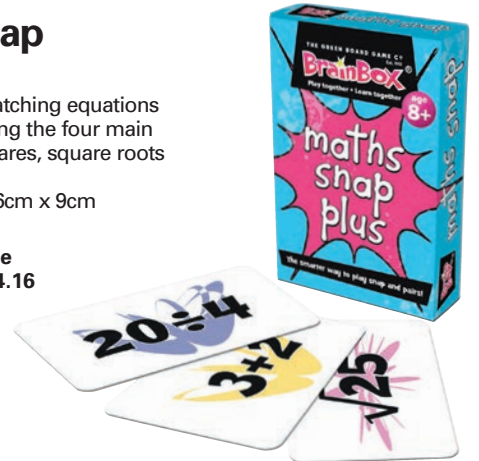


Maths Snap

Numeracy Skills

In Maths Snap, matching equations must be found using the four main functions plus squares, square roots and even a cube.
Card size approx. 6cm x 9cm

Ages: 8 to adult
Players: 2 or more
Code: GGFFS £4.16

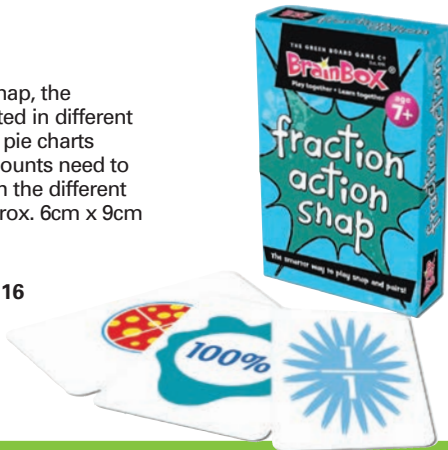


Fraction Action Snap

Numeracy Skills

In Fraction Action Snap, the fractions are presented in different ways - percentages, pie charts etc... and similar amounts need to be identified through the different cards. Card size approx. 6cm x 9cm

Ages: 7 to adult
Players: 2 or more
Code: GGFRA £4.16



Times Tables Snap

Numeracy Skills

In Times Tables Snap, players need to see, for example, that 4x3 can be paired with 6x2 and so on.
Card size approx. 6cm x 9cm

Ages: 7 to adult
Players: 2 or more
Code: GGTTs £4.16



Fraction Fundamentals Snap

Numeracy Skills

In Fraction Fundamentals Snap cards are matched by looking for equivalence such as 50% and a half or 70% and 0.7.
Card size approx. 6cm x 9cm

Ages: 7 to adult **Players: 2 or more**
Code: GGFRFS £4.16

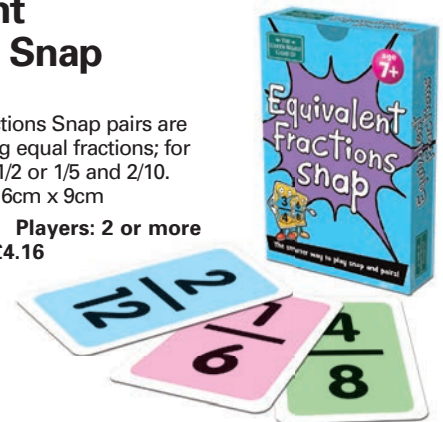


Equivalent Fractions Snap

Numeracy Skills

In Equivalent Fractions Snap pairs are made by matching equal fractions; for example 3/6 and 1/2 or 1/5 and 2/10.
Card size approx. 6cm x 9cm

Ages: 7 to adult **Players: 2 or more**
Code: GGEFS £4.16



My First Addition Snap

Numeracy Skills

In My First Addition Snap pairs are created by matching sums such as 1 plus 5 and 4 plus 2.
Card size approx. 6cm x 9cm

Ages: 5 to adult **Players: 2 or more**
Code: GGMFA £4.16



My First Subtraction Snap

Numeracy Skills

In My First Subtraction snap pairs are created by matching sums such as 5 minus 2 and 3 minus 0.
Card size approx. 6cm x 9cm

Ages: 5 to adult **Players: 2 or more**
Code: GGMFS £4.16





Equate

The Equation Thinking Game!

Numeracy Skills, Strategic Planning

A superb game that really will develop numeracy skills and is great fun for both children and adults. For the concept, think of the game as a sort of 'Scrabble™' with numbers, fractions and mathematical operations. The aim is for each player or team to use their nine tiles to make equations, placing them strategically on the board so that they are connected to previously placed equations. Fabulous and very effective! Box size approx. 26cm x 26cm

Equate

Ages: 8 to adult **Players:** 2 to 4 **Code:** GGEQU **£20.83**

Equate Junior Tile Set

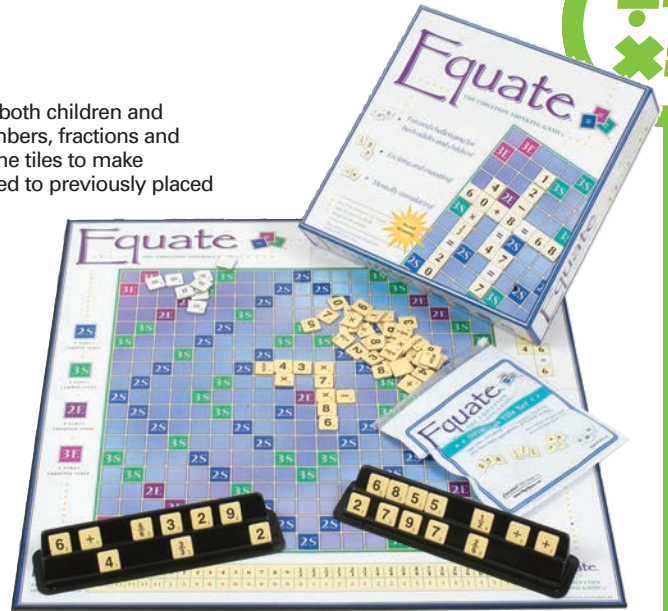
An additional set of tiles to use with the main game, suitable for younger players. 176 tiles with more '0's and '1's than the main set, fractions with a denominator of 2 and a leaning towards easier mathematical operations. Bag size approx. 15cm x 17cm

Ages: 6 to adult **Players:** 2 to 4 **Code:** GGEQUJUN **£7.49**

Equate Advanced Tiles

A set of 197 additional tiles to make the game more complex. Including integers, exponents, fractions etc. Bag size approx. 15cm x 17cm

Ages: 12 to adult **Players:** 2 to 4 **Code:** GGEQADV **£7.49**



NEW! Mobi

Think of 'Bananagrams' With Numbers!

Numeracy Skills, Speed Of Thought

A genius game and the only surprise is that nobody thought of this before! Blue tiles are numbers and white tiles are operations. Players use their tiles to create 'crosswords' of maths equations, which can be simple or complex. Be the first to use up all your tiles once the pool of 162 has been finished.

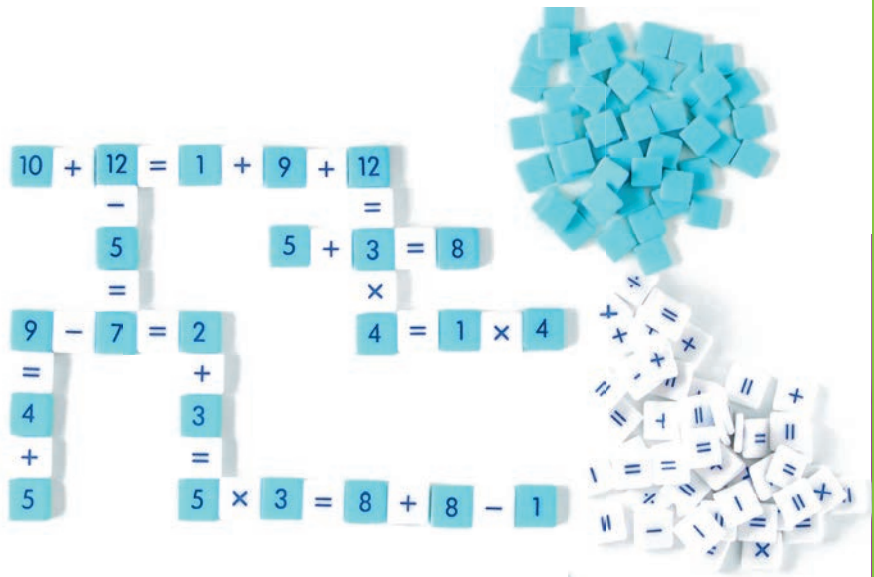
Tiles store inside a zip-up whale! Bag size approx. 13cm x 11cm

Ages: 6 to adult

Players: 1 to 6

Code: MBMOBI

£14.16



Traponium

The Most Powerful Maths Game Ever!

Numeracy Skills, Visual Perception, Strategic Planning

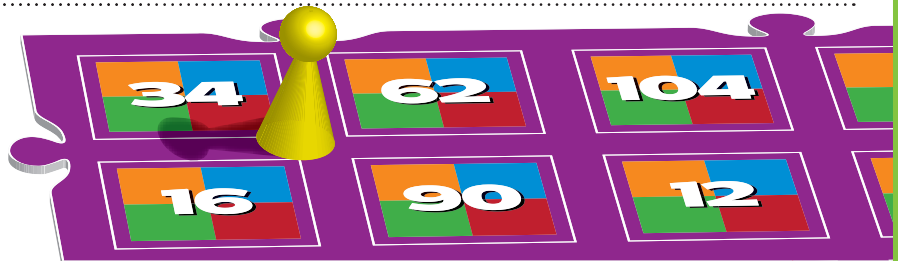
By using just the numbers 1, 2, 4, 8, 16, 32 and 64 (the 'powers of 2'), it is possible, using addition and each number no more than once, to total any number between 1 and 127.

By using just the numbers 1, 3, 9, 27 and 81 (the 'powers of 3') it is possible by using addition and/or subtraction and each number no more than once, to total any number between 1 and 121. Roll the die to determine your number of moves. To move to a square, use some of the 12 randomly chosen number tiles on your rack to create an equation that equals the number on that square.. You can do this by either using numbers which are the 'powers of 2', OR the 'powers of 3', but you cannot mix them.

Think strategically and keep hold of your jokers until you really need them as they could win you the game. Roll 'sabotage' on the die and scupper an opponent's plans! The board changes randomly with each new game making Traponium an exceptional challenge. Outstanding. Box size approx. 25cm x 25cm

Ages: 6 to adult **Players:** 2 to 4

Code: HPCTRP **£16.66**



The full board, when built, includes every number from 1 to 127.



Example of how to play Traponium

Using powers of 3

Your chosen square to reach: $27 + 9 - 3 + 1 = 34$

Using powers of 2

$32 + 2 = 34$

Traponium has five levels of difficulty. This example is from the most difficult level!

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Brainbox Maths

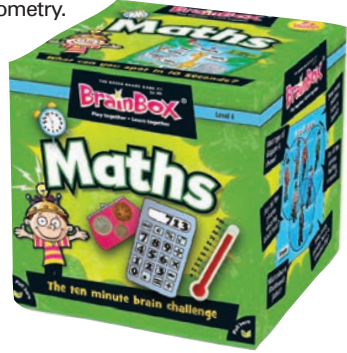
How Many Things Can You Spot And Memorise In Ten Seconds?

Memory Skills, Visual Perception, Concentration

An absolutely brilliant concept in which players have ten seconds to study one of the illustrated cards, which depict all sorts of information and pictures, and then answer the questions that will test their memory of what they have seen. Brainbox 'Maths' takes different mathematical concepts and ideas and turns them into a colourful memory game. Subjects covered include percentages, fractions, area, angles, venn diagrams, pie charts, distance, height, capacity, weight and geometry.

Box size approx.
12cm x 12cm x 12cm

Ages: 8 to adult
Players: 1 to 6
Code: GGBMTH
£10.83



Ice Cubed

Work Out Where To Position Each Cube And Solve The Puzzle

Problem Solving, Numeracy Skills, Logical Deduction

This ingenious set of 48 graded 3D challenges requires you to use logical deduction combined with maths to correctly position up to five colour coded ice cubes in a tower, each one featuring a number on four sides. To solve each puzzle, the numbers on the outer face of each side of the ice-cubes must vertically add up to the totals shown at the foot of each of the four sides of the tower... all at the same time. It's straightforward enough until you start tackling puzzles without knowing which ice cubes you need to use. Each time you succeed, you'll want to push yourself that bit further! Box size approx. 30cm x 20cm

Ages: 7 to adult
Players: 1 or more
Code: HPCCBD £12.49



Trilemma

Numeracy Skills

Players take turns to ask the maths questions on the cards - and each card has three levels of question difficulty leading to the same answer. If the correct numerical answer is given, then that number is 'taken' on the board by the player. The winner is the first to have three counters in a row! Great fun and highly effective as a maths tool. Box size approx. 32cm x 29cm

Ages: 7 to adult
Players: 2 or more, or teams
Code: GGTRI £14.99



Count The Nines

Speed Of Thought, Numeracy Skills, Visual Perception, Strategic Planning

Ten different digits make up the world of numbers that define how we live: 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9. What if there weren't ten anymore? What if the number '9' suddenly disappeared forever? Everything would change - the way we count, our age, the way we tell the time, possibly even our shoe size!

Count The Nines is an ingenious puzzle game which transports you into a world without the number 9. Solving even the most basic of numerical puzzles suddenly becomes a whole lot harder! Play alone or race against up to three other players, arranging, sequencing and flipping tiles until you reach a target number. It might sound easy... you'll change your mind pretty quickly! A fantastic maths game, that requires careful, systematic thought. Box size approx. 14cm x 14cm

Ages: 9 to adult **Players: 1 to 4**
Code: HPCCTN £12.49





NEW! Number Jumble

Thousands Of High-Speed Conundrums To Solve!

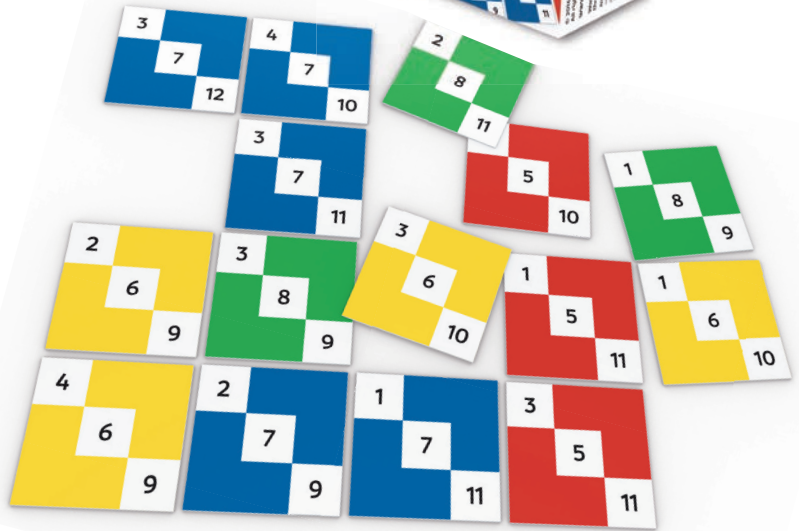
Speed Of Thought, Visual Perception, Problem Solving, Strategic Planning

32 tiles, each of which displays three numbers. Be the first player to arrange your 16 randomly chosen tiles into a 4 x 4 square, so that whenever two tiles are adjacent they share at least one number in common. When one player declares that they have completed their puzzle, it's time to shuffle the tiles and play again!

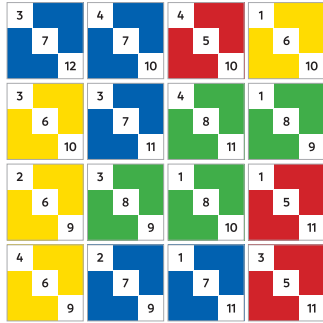
Box size approx. 8.5cm x 8.5cm

Ages: 8 to adult Players: 2 or more

Code: HPCNJB £10.83



Example of a correct solution: ✓



Maths Dice

A Fast Fun Game Of Mental Maths!

Numeracy Skills

Roll the two, 12-sided 'target dice' and multiply their totals together to reach your target number. Then roll the three regular dice and use the numbers on the faces in any maths equations to get as near as possible to the target number. Dice size approx. 1.5cm x 1.5cm

Ages: 8 to adult Players: 2 or more

Code: BAMDC £5.83



Welcome To Puzzlington

Have Fun... But Keep On The Right Track!

Sequencing, Spatial Awareness, Visual Perception, Logical Deduction, Numeracy

Genuinely a superb maths challenge! There are 24 sections of road and train tracks. Your task is to construct the roads and railways correctly. However, with each of the 48 graded puzzles you'll need to solve maths puzzles and use logical deduction to work out what goes where. The best bit? Once you've completed the puzzle, the wind-up train and car will go speeding around your solution! Absolutely brilliant!

Box size approx. 21.5cm x 15.7cm

Ages: 5 to adult Players: 1

Code: HPCPZT £12.49



WHEN ORDERING PLEASE QUOTE CATALOGUE 'SEN4A'



Little Banker

Numeracy Skills

This new coin matching game includes 50 game cards and 70 plastic coins (ten each of 1p, 2p, 5p, 10p, 20p, 50p, £1). Match and count coin value, collecting cards and depositing money as you go. Collect ten cards to win the game. A brilliant way of learning about money!
Box size approx. 8.5cm x 15cm

Ages: 6 to adult
Players: 2 or more
Code: LRBLK £6.66



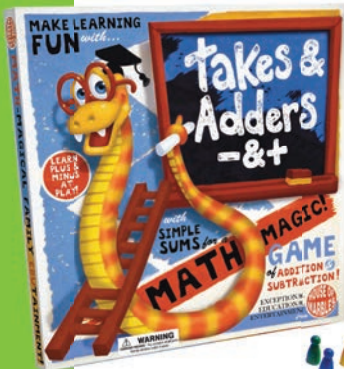
NEW! Takes & Adders

A Mathematical 'Take' On 'Snakes & Ladders' With 'Added' Fun!

Numeracy Skills

This great new mathematical version of Snakes and Ladders is designed to improve addition and subtraction skills. Rather than rolling the dice, you turn cards and solve equations to work out how many moves you have. Extra ladder and snake pieces let you customise the board as you play. Box size approx. 30cm x 30cm

Ages: 5 to adult **Players: Up to 4 players**
Code: MRTADD £8.33



Buy It Right

Teach Children How To Buy And Spend Wisely!

Numeracy Skills, Understanding Money

Fill your shopping basket with two items in every shopping colour category. Move around the board buying and selling items, withdrawing money from your account (the box doubles as a nifty cash register), donate to charity, give a gift to a friend, but above all, make the best use of your money. Box size approx. 33.5cm x 32cm

Ages: 5 to 11 **Players: 2 to 4**
Code: LRBYSR £16.66



Arithmanix

The Game Of Rapid Calculation

Numeracy Skills, Speed Of Thought

Everyone plays simultaneously to try to add, subtract, multiply or divide the right combination of cards in their hand to equal the Arithmanix number. The excitement builds as you race to be the first player to crack the calculation and then turn the timer to put pressure on your opponents to make their calculation before time runs out. Pile up the points by equalling the Arithmanix number, or minimise your losses by getting as close to it as you can. Keep it simple to score quick wins or go for bonus points with a more complex calculation, but be careful not to get caught out by the dreaded order of operations!

Will you be the master of multiplication or be defeated by division? Every round throws up new number combinations and a new calculation to crack, in this clever game that you will want to play again and again. Box size approx. 17cm x 12cm

Ages: 8 to adult **Players: 2 to 6**
Code: WGART £10.83



FREE DELIVERY ON ORDERS OVER £40!

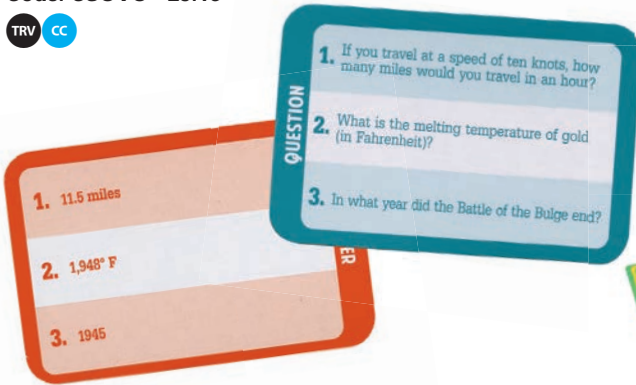
Over/Under

The Game Of Guesstimates

General Knowledge

How many rivets are there in the Eiffel Tower? How many hours did Thomas Edison's first lightbulb last? How many miles long is the River Nile? How many hours per day does the average cat sleep? Make your best guess in this wonderful game of estimating far-out facts. Draw a card and ask others for their best estimate to one of the 600 questions. Then decide whether their answer is either OVER or UNDER the correct amount. Get the most right and you win!

Box size approx. 8cm x 9cm
Ages: 10 to adult **Players: 2 or more**
Code: CSOVU £9.16



Top Of The Tables

The Multiplication Match That Tackles Times Tables!

Numeracy Skills

Choose your times table pitch and set up your match! Spin the spinner, multiply the number and determine the answer. See if you can move to block, defend or score! Watch out for fouls and offside, or bonus scoring with penalties and corners! The first player to gain a 'hat-trick' (collect three goal tokens) wins!

Box size approx. 30cm x 21.5cm
Ages: 6 to adult
Players: 2
Code: LRTOT £10.83



Super Maths Spy

A Game Of Mental Maths And Decoder Glasses!

Numeracy Skills, Visual Perception

One of the cleverest maths games we have ever played! Numbers appear hidden within fingerprints and can only be seen whilst you are wearing the special decoder glasses. Each player is dealt a hand of five cards, each one featuring a random number from 1 to 100. Players then race to create an equation that will equal the number on their card, using the fingerprints. Extremely clever, very effective and wonderful fun!

Box size approx. 22.5cm x 22.5cm
Ages: 7 to adult **Players: 2 to 4**
Code: CCSMS £12.49



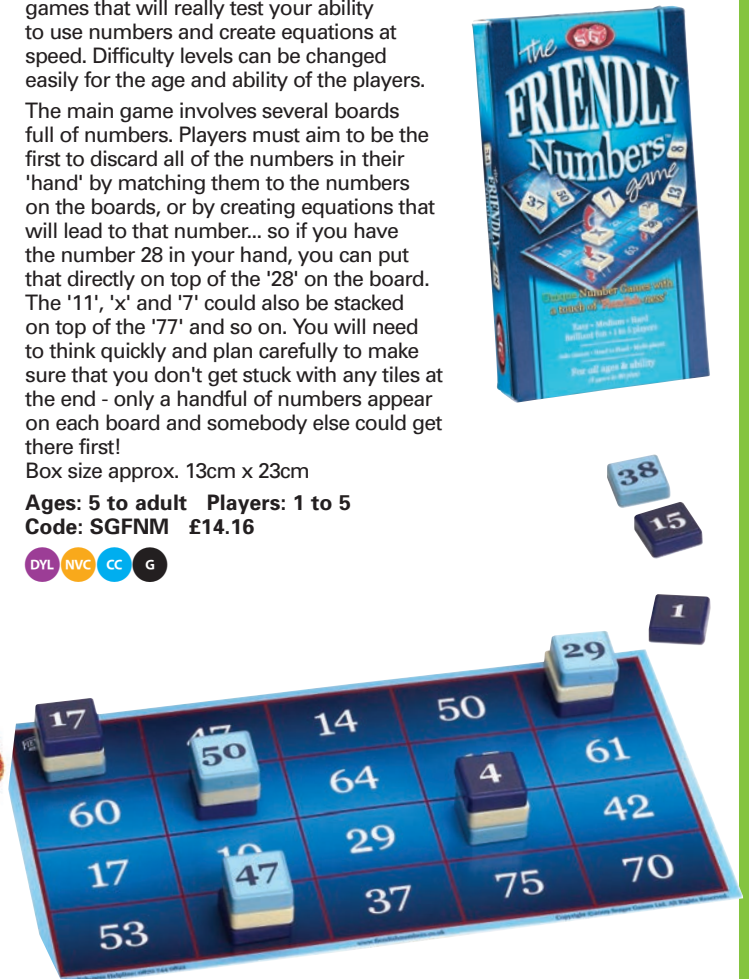
Friendly Numbers

Numeracy Skills, Speed Of Thought

Friendly Numbers includes multiple maths games that will really test your ability to use numbers and create equations at speed. Difficulty levels can be changed easily for the age and ability of the players.

The main game involves several boards full of numbers. Players must aim to be the first to discard all of the numbers in their 'hand' by matching them to the numbers on the boards, or by creating equations that will lead to that number... so if you have the number 28 in your hand, you can put that directly on top of the '28' on the board. The '11', 'x' and '7' could also be stacked on top of the '77' and so on. You will need to think quickly and plan carefully to make sure that you don't get stuck with any tiles at the end - only a handful of numbers appear on each board and somebody else could get there first!

Box size approx. 13cm x 23cm
Ages: 5 to adult **Players: 1 to 5**
Code: SGFNM £14.16



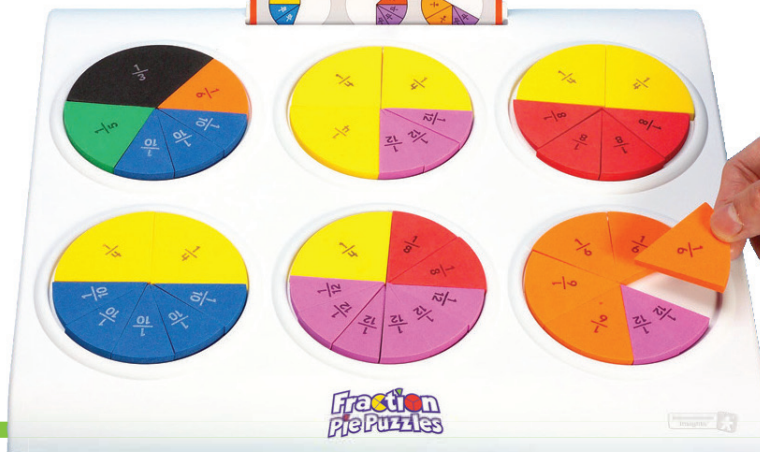
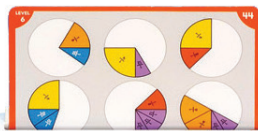
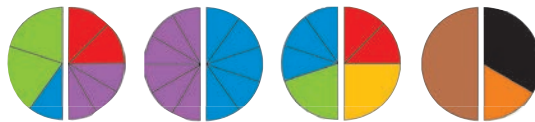


Fraction Pie Puzzles

Numeracy Skills

Each Fraction Pie Puzzle game is a puzzle and a conceptual fraction lesson, all rolled into fun! Select a card, place the indicated pieces, and then fill in the circles with the remaining pieces. Will one-third solve the puzzle? What about 2 one-sixths? This is a kinaesthetic way to reinforce important fraction concepts. Plus, the self-correcting puzzles are perfect as a small group activity. It's an entertaining way for students to challenge their brains and understand fractions. Includes 65 foam fraction pieces and 50 graded puzzle cards. Box size approx. 32cm x 29cm

Ages: 8 to adult **Players: 1 or more**
Code: LRFPP £19.16



NEW! Pocket Money Bingo

Numeracy Skills, Visual Perception

Cash in on coin recognition and counting skills with bingo game play and incredibly realistic game money! Includes four bingo cards and 65 realistic play coins. Box size approx. 22cm x 20cm

Ages: 5 to adult **Players: 2 to 4**
Code: LRPMBG £7.49



NEW! Baby Monkey Astronaut

Houston, We Have A Primate Problem!

Memory Skills

Baby Monkey Astronaut will drive you bananas, but it's the easiest game you'll ever learn to play and a hugely effective way of improving memory skills. Turn over the cards in sequence as you countdown from 10 to 1 without skipping a number. It's more difficult than you think though, as you don't know where the next number might be. It's a monkey memory mixup!

Box size approx. 27cm x 20cm

Ages: 5 to adult **Players: 2 to 4**

Code: FBBMAS £8.33



WHEN ORDERING PLEASE QUOTE CATALOGUE 'SEN4A'

Shape By Shape

Fine Motor Skills, Visual Perception, Spatial Awareness, Problem Solving, Lateral Thinking

A superb two-dimensional puzzle adventure. 14 heavy duty puzzle pieces fit inside a sturdy frame. Players try to match the pieces to 60 different images on the challenge cards. Colour-based clues are available to aid success. There is also plenty of room for individual creativity. Includes a storage bag. Box size approx. 20.5cm x 13.5cm

Ages: 6 to adult
Players: 1 or more
Code: BASHAPE
£12.49



Shapeometry

Combine Different Pieces To Create Equal Shapes

Sequencing, Visual Perception, Lateral Thinking

A really clever game in which players are given two sets of different pieces, one blue and one green. With each of the 50 graded challenges, the idea is to create two identical shapes, one with blue pieces and one with green pieces, so that the two shapes can sit perfectly on top of one another. The game comes with a handy bag to store and carry the pieces. A great game to develop mathematical reasoning and boost confidence. Box size approx. 21cm x 26cm

Ages: 6 to adult **Players: 1 or 2**
Code: BASHPO **£14.16**



Block By Block

Fine Motor Skills, Visual Perception, Spatial Awareness, Problem Solving, Lateral Thinking

Block By Block is a seven piece stacking puzzle that asks you to match 60 different three-dimensional patterns. A great learning game that helps players to sharpen their spatial awareness and lateral thinking skills and have fun at the same time. Includes a storage bag. Box size approx. 20cm x 13.5cm

Ages: 7 to adult
Players: 1 or more
Code: BABLOCK
£12.49



Sort It

Geometry In A Card Game!

Numeracy Skills, Understanding Shape

A simple card game in which players match attributes based on colour shape and size. The aim is to teach children in a fun way about geometry. The game also covers different types of angles, vertices and symmetry. Box size approx. 13.5cm x 9cm

Ages: 8 to adult **Players: 1 or more**
Code: GGSRT **£8.33**





NEW! Magic Symmetry

Create Reflected Geometric Patterns

Spatial Awareness, Visual Perception, Problem Solving

Build the front portion of the pattern so that the remainder of the pattern is displayed in the mirrors. 33 heavy-duty foam pieces are used in creating the various multi-level patterns, but teachers may want to remove some of the clues to make the challenges harder, and it's straightforward to create your own challenges too. The quality is excellent and this set will inspire the improvement of spatial awareness through children's natural fascination with mirrors.

Box size approx. 28cm x 30cm

Ages: 3 to adult Players: 1

Code: HLMSYM £24.99

DYL NVC CC G DYP



Reptangles

Numeracy Skills, Visual Perception, Problem Solving, Fine Motor Skills

Reptangles are 'geometry turtles' building blocks which lock together to create hundreds of geometric shapes. The set contains 24 turtles and more than 50 multi-level puzzles. However, the unique mathematical value of Reptangles comes with the geometrical shapes that can be made. The accompanying booklet guides you through creating various structures and symmetries with a seemingly endless supply of polyhedra to create. There are simple shapes to build, or if you are feeling more ambitious, this set will guide you in creating a lesser rhombicuboctahedron, a truncated cube or a reflecting tripod. Exceptionally high quality, incredibly colourful and thoroughly well thought out, Reptangles is an outstanding idea!

Box size approx. 13cm x 13cm x 17cm

Ages: 6 to adult

Players: 1 or more

Code: FBRPT £16.66



Izzi

Visual Perception, Spatial Awareness, Problem Solving

Challenging and beautiful, yet easy to learn. Match the 64 Izzi tiles to build a square. Just one rule; the edges of each touching tile must match - black touches black and white touches white. There are almost endless different ways to solve Izzi with some great challenges included. Box size approx. 11.8cm x 11.5cm

Ages: 8 to adult Players: 1

Code: CSIZZ £7.49

DYP NVC TRV G



Hexactly

Whoever Thought Hexagons Could Be This Much Fun!

Fine Motor Skills, Creativity, Problem Solving, Visual Perception, Strategic Planning

24 beautifully made colourful hexagon combinations which fit together precisely. Hexactly is a simple design that inspires complex thought. The chunky hexagonal pieces invite creativity while reinforcing visual and spatial skills. With thousands of possibilities, students of all ages can stack, balance and build shapes to form original creations. 50 multi-level challenges are included or you can be creative!

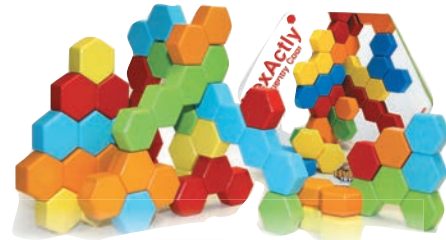
Box size approx. 20cm x 17cm

Ages: 3 to adult

Players: 1 or more, or teams

Code: FBHEX £15.83

DYL NVC TT CC G



NEW! Force & Motion Activity Set

Science, Technology, Engineering And Maths

Discover the science of motion through scientific exploration. Expand important STEM skills in the classroom with these colourful and engaging tools. Explore science of 'how things go' with hands-on activities; build and use tools; design solutions for real-world problems; measure, record and compare data to draw conclusions. Box size approx. 35cm x 26cm

Ages: 5 to adult **Players: 1 or more**

Code: LRFMAS £20.83



NEW! Robot Mouse

Coding Activity Set

Science, Technology, Engineering and Maths, Sequencing

Hands on coding fun! Introduce coding concepts with Colby, the programmable mouse. Use analytical thinking, problem solving skills and step by step programming to get the mouse to eat the cheese. Colourful buttons match coding cards for easy programming and sequencing. Explore the science of coding and programming with hands on activities. Requires 3 x AAA batteries (not included). Box size approx. 41cm x 31.5cm

Ages: 5 to adult **Players: 1**

Code: LRROMO £41.66



NEW! Simple Machines Activity Set

Science, Technology, Engineering And Maths

Discover these amazing engineering wonders through scientific exploration in this 19 piece set which includes ten activity cards.

Box size approx. 35cm x 26cm

Ages: 5 to adult
Players: 1 or more

Code: LRSMAS £20.83



NEW! Magnets! Activity Set

Science, Technology, Engineering And Maths

Discover the wonders of magnetism through scientific exploration. Expand important STEM skills with these colourful engaging tools. Box size approx. 35cm x 26cm

Ages: 5 to adult **Players: 1 or more**

Code: LRMAST £24.99



WHEN ORDERING PLEASE QUOTE CATALOGUE 'SEN4A'

Robot Turtles

The Game For Little Programmers!

Understanding Programming, Visual Perception, Spatial Awareness, Lateral Thinking, Sequencing

This brilliant game concept uses nothing computerised or electronic, and yet sneakily manages to teach students the basic rules of computer programming, from coding to functions. It's easy to learn, takes a few minutes to play and provides remarkable learning opportunities. Robot Turtles is a board game in which players have to build a series of simple commands with interchangeable obstacles, using instruction cards to enable their turtles to reach a target space on the board. There are four levels of play to gradually develop programming skills. Box size approx. 26.5cm x 26.5cm

Ages: 4 to adult Players: 2 to 5

Code: CSRBT £20.83



Simple Steps to Play:



Set up the game board with the Turtle Tile in the corner and the Jewel Tile in the center.



Use Code Cards (Forward, Left, and Right) to program the Turtle.



Reach the Jewel Tile and unlock the next level of play!

Code Master

The Programming Logic Game

Sequencing, Visual Perception, Problem Solving, Logical Deduction

This exceptionally clever new game requires players to use computer programming logic to solve sequencing puzzles which steadily become more complex. There are 60 levels. Help your avatar collect the crystals and land at the portal but think carefully, as in each level, only one specific sequence of actions will lead to success. Box size approx. 30cm x 19.5cm

Ages: 8 to adult Players: 1

Code: CSMST £16.66

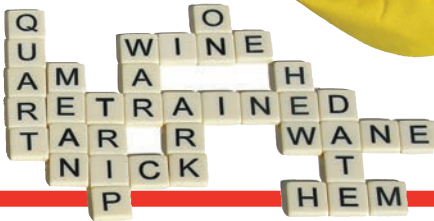


Bananagrams

Literacy Skills, Speed Of Thought

Using your tiles, the idea is to create your own individual crossword, which can constantly be rearranged as you and your opponent(s) add further tiles. You can swap tiles (with a penalty), but be the first player to use up all of your letters, once the complete set has been used, and you win that game. This is a fast-paced anagram challenge that will drive you bananas! Storage bag size approx. 23cm x 9.5cm

Ages: 7 to adult **Players: 2 to 8**
Code: BNBAN £14.16



NEW! My First Bananagrams

New Junior Version Of The Classic Game

Literacy Skills, Speed Of Thought

The perfect first-word games for early readers. My First Bananagrams uses lower case letters and combo letter tiles to help nurture your child's love of word games. 80 single tiles and 13 combo tiles are included, plus multiple activities and mini word games. Box size approx. 22cm x 8cm

Ages: 4 and up **Players: 1 to 4**
Code: BNB NJR £16.66



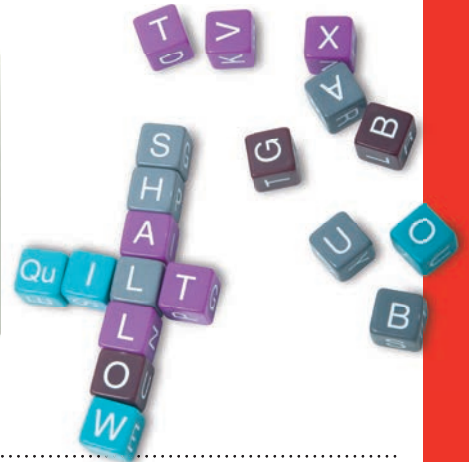
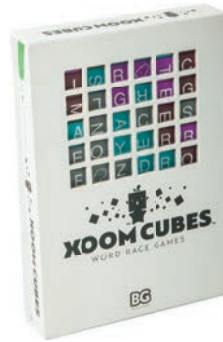
NEW! Xoom Cubes

Word Race Games

Speed Of Thought, Literacy Skills

We love word games and this one is excellent! Each player receives 14 letter dice in their colour. Once rolled, it's a race to solve one of the 60 word challenges using your letters. Spell something you find in the ocean, in the sky, or in the kitchen, a colour, a pet, a type of drink, a word that makes you smile... Spell a 6 or 7 or 10 letter word, build a combination of words, or create a crossword. The timed challenges will certainly add some pressure and fun! And when you pick a pot-luck card it gets a little crazy with all of the colours mixed in the middle. The instructions inside the box will teach you the rules and also inspire you. And don't forget, the winner is the fastest player to spell the right word! Box size approx. 14cm x 20cm

Ages: 6 to adult **Players: 2 to 4**
Code: XOOMCB £14.16



The Vocabulary Puzzles: Synonyms, Antonyms, Homophones, Homonyms

Literacy Skills

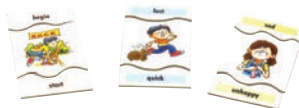
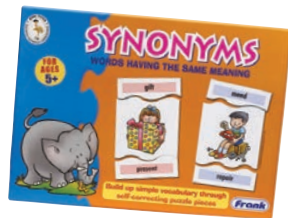
Four excellent puzzle sets which aim to develop children's understanding of language concepts. The colourful puzzles and fabulous cartoons will encourage your students to understand and retain the information correctly through self-correcting puzzle pieces. These will help them to build up vocabulary which is a pre-requisite for language learning. Box size approx. 28cm x 20cm

Synonyms

More Than One Word... But With The Same Meaning!

This set will demonstrate how two different words can mean the same thing.

Ages: 5 and up **Players: 1 or more**
Order PLVPSY Price: £8.33



Antonyms

Word Opposites!

Antonyms will help children to choose the pair of words that are opposite in nature and match them to the correct cartoons.

Ages: 4 and up **Players: 1 or more**
Code: PLVPAN £8.33



Homophones

Words That Sound The Same... But Mean Something Different!

A game which will help children to differentiate between words which sound alike but have totally different meanings.

Ages: 5 and up **Players: 1 or more**
Code: PLVPHP £8.33

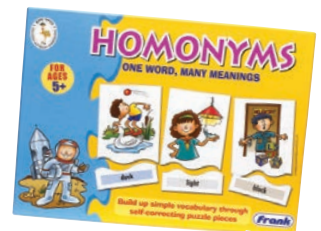


Homonyms

One Word... More Than One Meaning!

This set will teach children through cartoons, how the same word can mean different things.

Ages: 5 and up **Players: 1 or more**
Code: PLVPHM £8.33



multisave offer

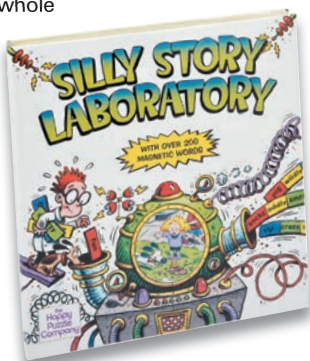
Set Of All Four Vocabulary Puzzles:
Code: PLVPSET Price: £29.16

Silly Story Laboratory

Literacy Skills

Each of the ten Silly Stories and two Even Sillier Stories is full of missing words - nouns, adjectives, verbs and adverbs. There are over 200 magnetic words which can be used to fill the blanks... either in a sensible way, or more likely to create hilarious silly stories! The whole game is fantastic and students will absolutely love creating their own ridiculous tales within the different story themes, whilst strengthening their understanding of words and how they are used to build sentences and stories. Book size approx. 23cm x 23cm

Ages: 6 to adult
Players: 1 or more
Code: BOOKBUSSL
£14.99 (No VAT)



Book format may vary

Breaking News!

Edit Breaking News Headlines While Practising Proof-Reading, Spelling, Punctuation And Grammar Skills!

Literacy Skills

You are the editor of a newspaper. Your task is to correct the errors found in each department's headlines. You will be looking for errors in punctuation, grammar, spelling, verb tense and vocabulary. Edit the headlines by choosing the correct answer from the multiple choice options. Be the first to collect one headline from each department, go to the boss's office and break the news!

Box size approx. 26cm x 26cm

Ages: 7 to adult **Players: 2 to 6**
Code: LRBRN **£16.66**



Flip To Win Hangman

Literacy Skills, Strategic Planning

A traditional wooden Hangman set - but with no pieces to lose and a dry-wipe marker to use on the board. All of the letters and hangman pieces are attached to the board elastically and can be 'flipped' over when used.

Box size approx. 30cm x 22cm

Ages: 5 to adult
Players: 2 or more, or teams
Code: MDHGN **£10.83**



Write Your Own...

Have You Ever Wanted To Write A Story/Comic But Wondered Where To Start?

Literacy Skills, Creativity

These three fabulous books are here to help.

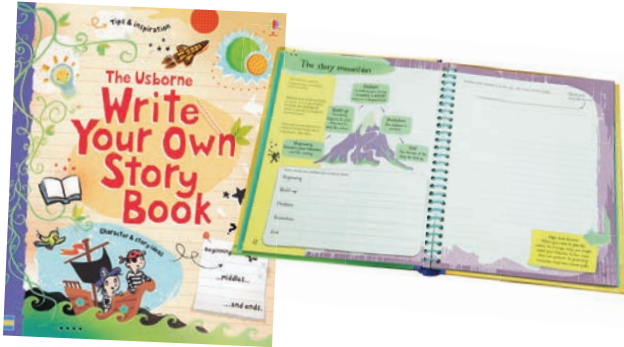
Included in Write Your Own Story Book are story writing ideas plus the story writing tool kit to assist you.

Write Your Own Adventure Stories is full of inspiring ideas for writing all kinds of adventures about explorers, spies, aliens and more.

In Write And Draw Your Own Comic there's plenty of space for you to fill the pages with your own ideas and there are drawing tips to help you on your way.

Book size approx. 20.5cm x 24.5cm

Ages: 7 to adult Players: 1



Write Your Own Story Book

Code: BOOKSTBU £7.99 (No VAT)

DYL NVC TRV

The Story Cubes

Visual Perception, Creative Thinking, Speed Of Thought

Each of the sets contains nine six-sided story cubes, with 54 images and more than ten million possible story combinations.

Roll the dice and however they land, your task is to find a way of linking together the images on the top face of each of the dice in order to build a story that makes sense. The best feature of these wonderful cubes is the fact that there are no wrong answers - the goal is simply to let the cubes spark your imagination. Whether you use them for a fun activity, or to encourage your children to develop their story-making skills, this brilliant set will be loved by everyone.

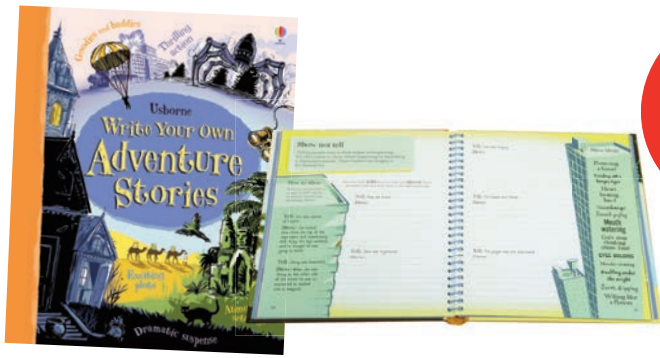
Box size approx. 6.5cm x 6.5cm

Ages: 4 to adult

Players: 1 or more

Code: CSRSC1 £9.99

CC



Write Your Own Adventure Stories

Code: BOOKWOAS £8.99 (No VAT)

DYL NVC TRV



Write And Draw Your Own Comics

Code: BOOKWDC £7.99 (No VAT)

DYP DYL NVC TRV ONE CC



NEW! Crazy Letters

Just Read The Word! What Could Possibly Go Wrong?

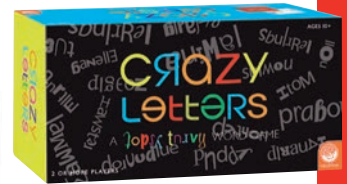
Visual Perception, Speed Of Thought

The whole game involves reading words. What could possibly be simpler? Except of course it isn't, because devilish things have happened to these words! Letters have been reversed, turned sideways or mirrored. Some have been deliberately warped to look like other letters. Is it an 'n' or a 'u' or a 'c'? An 'm' or a 'w'? Is the whole word even the right way round or back to front, or is it upside down? Who could ever imagine that something as straightforward as reading a word could be so puzzling! Crazy Letters is a magnificent game, and with a staggering 550 challenge cards split into five categories. Box size approx. 27cm x 14cm

Ages: 8 to adult (our recommendation)

Players: 2 or more Code: MWCZLT £16.66

NVC TRV CC



Jumbo Story Cubes

Speed Of Thought, Visual Perception, Creative Thinking

The highly popular story telling dice game is now available in jumbo size! With 54 images and more than ten million story combinations, the only limitation is your own imagination.

Box size approx. 16cm x 16cm
Cube size approx. 3cm x 3cm

Ages: 4 to adult

Players: 1 or more

Code: CSSTM £13.33

CC



NEW! Tell-A-Tale

Three Play-Together Story Telling Games

Creativity, Problem Solving, Literacy Skills, Social Skills

Take turns to roll the dice, then use the words and images to continue the story. Use the stage and the characters to set the scene. By moving the characters around the set, you'll be able to work together and create a wonderful tale! Box size approx. 24cm x 23cm

Ages: 3 to adult Players: 1 to 4



Pirates

Code: CGTTPR £12.49



Fairytales

Code: CGTTFT £12.49



Farmyard

Code: CGTTFY £12.49

Play By The Book

The Action Packed Game That Gets Children Talking And Learning About Literature!

Literacy Skills, Creativity

Get children talking and learning about literature with Play By The Book, the board game where players can read or watch ANY fiction book, chapter, film or clip and then develop their reading comprehension skills through discussion and active learning! Challenges include impersonating a character, drawing an element of the story, acting out a part of the story and making up a song or rap about part of the story.

Box size approx. 26cm x 25.5cm

Ages: 8 to adult Players: 2 to 6

Code: LRCMP £16.66



NEW! Word Stacker

A Brand New Word Game Of Sabotage And Challenges!

Speed Of Thought, Literacy Skills

Word Stacker starts with a grid of four letter words which form the basis of the game. Players have letter cards and action cards, which can be used to complete word challenges and earn points, or to sabotage your opponent(s). To win the game, you need to complete the word challenges. Clever stuff!

Box size approx. 15.5cm x 15.5cm

Ages: 8 to adult (our recommendation)

Players: 2 to 6

Code: IGWSTK £12.49





Perilous Penguins

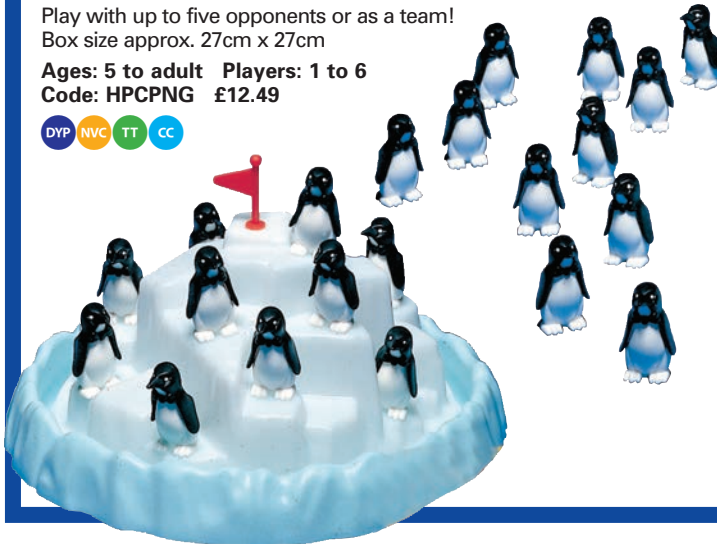
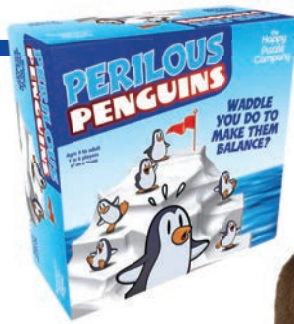
Hand/Eye Co-ordination, Fine Motor Skills, Strategic Planning, Visual Perception, Understanding Balance

There's room on the moving iceberg for all 24 of your penguins, but making sure they don't slide off is easier said than done!

Your task is to find a way of getting all of the penguins to balance at the same time on the iceberg without them falling into the pond. If you try and get them to stand up there too quickly, they'll fall straight back into the pond and you're back to square one! Go slowly and carefully, come up with an effective strategy and you'll succeed! You'll need a steady hand to make sure they balance though!

Play with up to five opponents or as a team!
Box size approx. 27cm x 27cm

Ages: 5 to adult Players: 1 to 6
Code: HPCPNG £12.49



Addict-A-Ball

It's An Enormous Maze, Trapped Inside A Ball!

Fine Motor Skills, Hand/Eye Co-ordination, Strategic Planning, Concentration

Addict-A-Ball is an astonishing 3D maze which twists and turns through the middle of a ball. The aim is simply to get the ball from the start of the maze to the finish without it falling off the maze! The start of the maze is simple enough, but it lulls you into a false sense of security as the ball suddenly starts tumbling down stairs and slides and you even need to negotiate a bizarre swing! True to its name, once you've started, you won't want to put it down until you have succeeded. Fabulous!
Box size approx. 20cm x 20cm

Ages: 6 to adult Players: 1
Code: CPAAB £12.49



Tricky Fingers

It's Finger Flicking Fun!

Fine Motor Skills, Visual Perception, Strategic Planning, Hand/Eye Co-ordination, Sequencing

Shake the puzzle box, turn over a pattern card, and use your fingers to recreate the pattern! Play alone or race against your opponent as nimble fingers move coloured balls in this fast action game. Includes two puzzle boxes and 14 challenges. A simple yet ingenious challenge. Box size approx. 22cm x 22cm

Ages: 3 to adult Players: 1 or 2
Code: HALTF £10.83





Magna Maze

Help Your Children Nurture Some Of The Key Skills Needed For Effective Handwriting

Fine Motor Skills, Social Skills, Hand/Eye Co-ordination, Visual Perception, Concentration, Visual Tracking, Problem Solving

The board contains two sets of coloured balls which are moved across the maze under the clear plastic cover using two 'pencils'. These 'pencils' have a magnet in their tip, but are held by the child using the same tripod grasp which they would use to hold a regular pencil. The magnet-tipped pencils are used to guide the balls through the maze from the start to the finish. Players must trace the line of the path, carrying the balls as they go, to reach the centre of the maze. The skills used to do this are similar to those used in writing and copying. However, unlike a real pencil or pen, a mistake in the Magna Maze will not leave any marks on a piece of paper. If the player leaves the line and drops the ball, they simply pick it up again and continue, building their self-confidence as they progress. Endorsed by specialists. Box size approx. 30cm x 30cm

Ages: 3 to adult Players: 1 or 2
Code: HPCMGN £24.99



'A novel and fun way for children to practice some of the prerequisite skills needed for handwriting, including pencil grasp, motor control, planning, hand/eye co-ordination and visual perception.'

Tarryn Oberholzer
 Paediatric Occupational Therapist

Laurel Freedman
 Educational Psychologist



NEW! Pop'emz

Pop And Stick Suction Craft

Fine Motor Skills, Creativity, Visual Perception, Spatial Awareness

Pop and Stick! Design and Decorate! Then do it all over again with Pop'emz! This reusable suction craft art set contains 252 creative pieces in six vibrant colours. The mini-hexagons can be used on any non-porous surface and leave no marks behind. A design guide is included.

Box size approx. 25.5cm x 23cm

Ages: 5 to adult Players: 1 or more
Code: FBPOEM £16.66



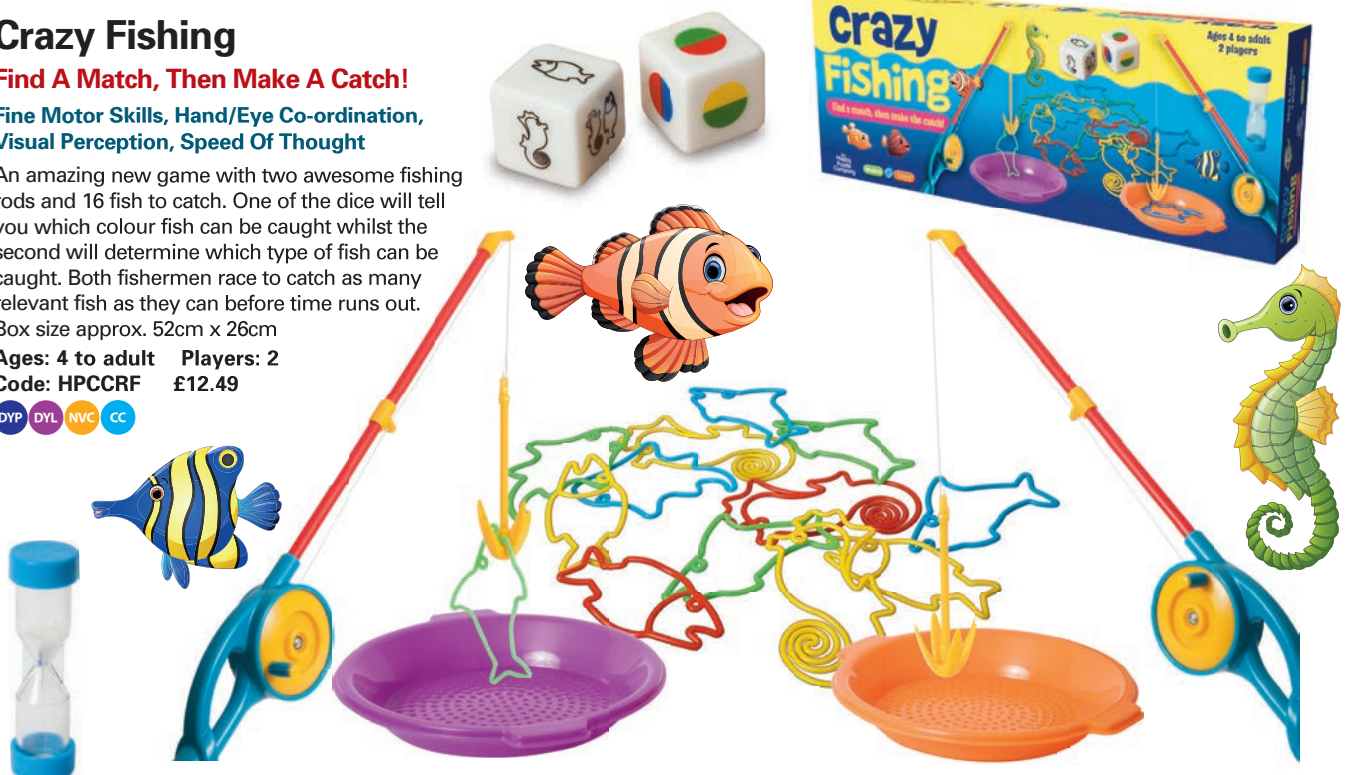
Crazy Fishing

Find A Match, Then Make A Catch!

Fine Motor Skills, Hand/Eye Co-ordination, Visual Perception, Speed Of Thought

An amazing new game with two awesome fishing rods and 16 fish to catch. One of the dice will tell you which colour fish can be caught whilst the second will determine which type of fish can be caught. Both fishermen race to catch as many relevant fish as they can before time runs out. Box size approx. 52cm x 26cm

Ages: 4 to adult Players: 2
Code: HPCCRF £12.49



FREE DELIVERY ON ORDERS OVER £40!

NEW! Sack Of Moustaches

Fine Motor Skills, Hand/Eye Co-ordination, Visual Perception, Concentration

It's a race to vertically hold the longest possible chain of moustaches. There are 25 of them together with the rules for two games, including a solo game. A simple fun game that requires a steady hand!

Bag size approx. 8cm x 6cm

Ages: 8 to adult

Players: 1 to 6

Code: CGSOMS

£6.66



Don't Rock The Boat

Balance Your Penguins Or Overboard You Go!

Strategic Planning, Understanding Balance, Hand/Eye Co-ordination, Fine Motor Skills

16 pirate penguins and a ship that's rocking all over the place! The question is, can you get all of your penguins on without the boat rocking too far? Box size approx. 26cm x 27cm

Ages: 5 to adult Players: 2 to 4

Code: UGRTB £15.83



Timeshock

Hand/Eye Co-ordination, Spatial Awareness, Fine Motor Skills, Visual Perception

A great little challenge in which players race against a timer to try and fit the 26 shapes into their correct homes. If time runs out the board pops up and all of the shapes come flying out! The board has a built-in score sheet to record the performance of up to five players. No batteries required. Pieces stored in a side container. Box size approx. 21cm x 12.5cm

Ages: 4 to adult Players: 1 to 5

Code: TTSHK £10.83



Wooden Labyrinth

Hand/Eye Co-ordination, Visual Perception, Strategic Planning, Fine Motor Skills

A variation of an old classic. Navigate the ball bearings around the maze by twisting, turning and tilting the labyrinth boards. Try to avoid losing the ball down one of the numerous holes strategically placed to hamper your progress. An IQ challenge booklet with 25 bonus challenges is also included. Great fun! Box size approx. 21cm x 21cm

Ages: 8 to adult (our recommendation) Players: 1

Code: TLABY £12.49





Make 'N' Break

Just How Quickly Can Your Hand And Your Eye Work Together?

Spatial Awareness, Visual Perception, Hand/Eye Co-ordination, Fine Motor Skills

Against the clock, each player in turn has to use the ten giant wooden bricks to recreate what is on the card in front of them... except that it isn't quite that simple - for the harder challenges, you'll really need to think about the order in which the bricks should be placed. There are 80 challenges in all. Hugely entertaining for a wide age range and thoroughly useful in developing visual perception and hand/eye co-ordination skills. Box size approx. 33cm x 23cm

Ages: 6 to adult (our recommendation)
Players: 2 to 4
Code: BAMBR £14.16



NEW! Mighty Mice

Fine Motor Skills, Hand/Eye Co-ordination, Visual Perception, Spatial Awareness

A steady hand and a good strategy are needed as the player follow the instructions on the die and build the tower of mice and elephants taller and taller. Be the first player to use all of your mice, but be careful, because any mice that fall on your turn are added to your collection. Box size approx. 24cm x 10cm

Ages: 4 to adult **Players: 2 to 5**
Code: FXMMIC £12.49



Dragonica

Time To Capture Those Pesky Lizards!

Hand/Eye Co-ordination, Fine Motor Skills, Visual Perception, Spatial Awareness, Strategic Planning

The dragon has fallen asleep whilst protecting its golden eggs. 29 lizards are trying to steal the 15 eggs. Turn by turn players must use the gentle pinchers to remove the lizards, without the eggs falling, which is easier said than done. Beautifully made and great fun. Box size approx. 25cm x 25cm

Ages: 6 to adult
Players: 2 to 4
Code: TCDRGN
£16.66



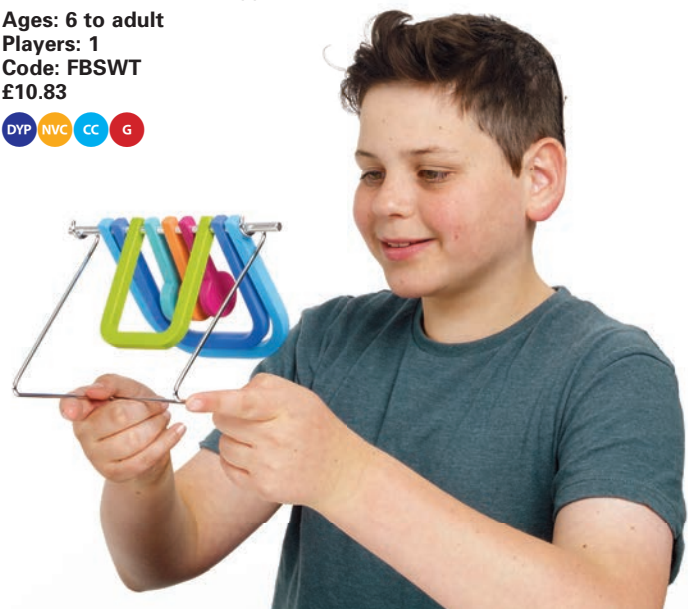
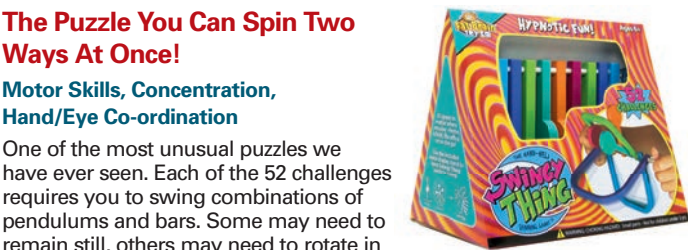
Swingy Thing

The Puzzle You Can Spin Two Ways At Once!

Motor Skills, Concentration, Hand/Eye Co-ordination

One of the most unusual puzzles we have ever seen. Each of the 52 challenges requires you to swing combinations of pendulums and bars. Some may need to remain still, others may need to rotate in one direction whilst others move in the other direction. Your brain will be spinning in circles as your fingers perform pirouettes - and that's just after the first challenge! A good relaxation tool. Box size approx. 19.5cm x 18cm

Ages: 6 to adult
Players: 1
Code: FBSWT
£10.83



WHEN ORDERING PLEASE QUOTE CATALOGUE 'SEN4A'



Chairs Game

The Game Is Hanging In The Balance...

Hand/Eye Co-ordination, Fine Motor Skills, Strategic Planning, Understanding Balance, Visual Perception In 3 Dimensions

If you think you can stack one more chair on the pile without making it topple over... then you'll need a steady hand! This is a great fun concept that comes with 24 chairs of various types!

Box size approx. 26.5cm high

Ages: 5 to adult
Players: 1 to 4
Code: FDXCH £12.49



WaxiDoodles

Design, Write, Customise, Construct, Decorate And Create With The Incredible, Re-usable WaxiDoodles!

Understanding Shape, Understanding Colour, Creativity, Fine Motor Skills, Visual Perception, Concentration

WaxiDoodles are modelling sticks coated with a wax formula so that they stick to almost any surface (without leaving permanent marks behind) and to each other, with just fingertip pressure, making them great for 3D activities and model building. A hugely creative activity that can help children understand and feel letter and shape formation. Brilliant as a learning tool, the colours don't blend and they can be used again and again! The set contains 150 WaxiDoodles plus a durable playing board and an activity booklet.

Box size approx. 30.5cm x 23cm

Ages: 3 to adult
Players: 1 or more
Code: HPCWXD £12.49



Kendama

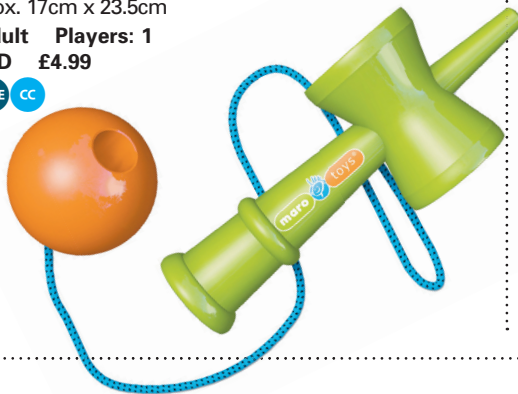
Skillful Challenges That Will Tease And Test You!

Fine Motor Skills, Strategic Planning, Hand/Eye Co-ordination, Spatial Awareness, Visual Perception

Your challenge is to swing the ball on the string up on to one of the three cups, or to catch it through the hole on the spike. A great series of skills to learn with this high quality set!

Box size approx. 17cm x 23.5cm

Ages: 5 to adult
Players: 1
Code: MRKND £4.99



Tangle

Hand Eye Co-ordination, Visual Perception, Fine Motor Skills, Spatial Awareness, Creativity, Sensory Awareness

This surely is the ultimate expression of creativity! Tangle is a twisting loop that constantly changes shape as you move it. The idea is to twist the loop into sculptures and other creations, but your mind will work so fast as you twist, that you are planning as you go. Once you have picked the Tangle up it's hard to put it down. A really good fun and highly effective idea! Box size approx. 3.8cm x 5cm

Ages: 5 to adult
Players: 1
Code: TNGJR £3.33





Pull The String

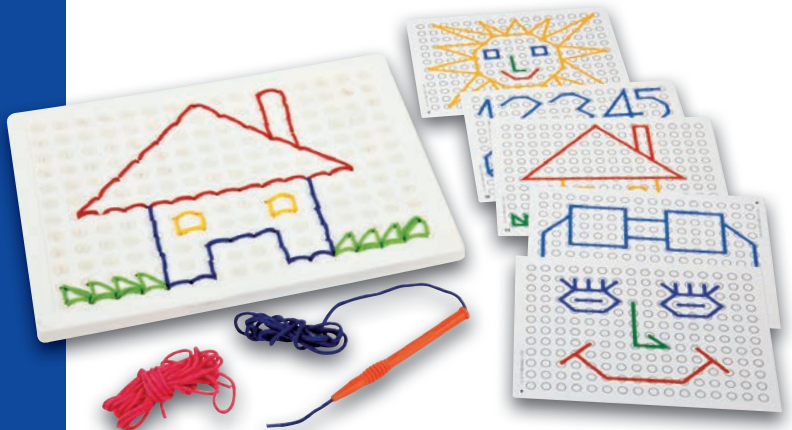
Write And Draw On This Unique Board Just By Pulling The String

Visual Tracking, Spatial Awareness, Visual Perception, Fine Motor Skills, Creativity, Hand/Eye Co-ordination, Concentration

Write and draw on the unique board using the 'pen' threaded with colourful string. Thread the string through the pen, and stick the pen into one of the holes on the board. When you lift the pen, you'll discover that the string stays in the hole. Repeating this enables you to create an endless variety of colourful lines and shapes. If you want to start again, simply pull the string and the design easily unravels. There are example cards enclosed, which are numbered according to difficulty levels. A really colourful way of practising writing letters and numbers, and designing pictures. Box size approx. 33.5cm x 27cm



Ages: 3 to adult Players: 1
Code: GGPTS £12.49

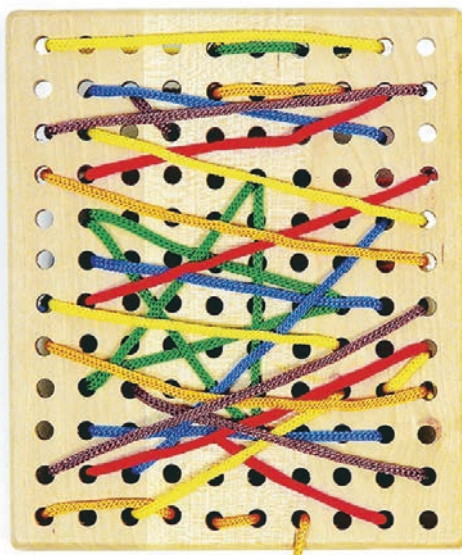


Threading Board

Visual Tracking, Spatial Awareness, Visual Perception, Creativity, Fine Motor Skills, Hand/Eye Co-ordination, Concentration

Six coloured laces and a wooden board full of 120 holes. Thread the laces and create patterns. Make shapes, cross colours and improve your fine motor skills at the same time. Beautifully made. Box size approx. 17cm x 13.5cm

Ages: 3 to 8 Players: 1
Code: GLTHBD £5.83



Humpty Dumpty's Wall Game

Hand/Eye Co-ordination, Fine Motor Skills, Strategic Planning

Decide who starts and then take turns to push the bricks out using the shovel, but don't be the player to let Humpty Dumpty fall! Box size approx. 27cm x 27cm

Ages: 4 to adult Players: 2
Code: PLHDY £12.49



NEW! Threading Sets (People and Animals)

Two Great Lace Together And Play Sets

Fine Motor Skills, Hand/Eye Co-ordination, Visual Perception, Concentration

Create your own funny mixed up people and animals with these excellent sets. The animal set contains five animals to match and lace together with 30 animal pieces and five laces, whilst the People set contains 28 pieces and five laces. Beautifully made and great fun! Box size approx. 36cm x 16cm

Ages: 3 to 7 Players: 1



Animals
Code: FCANML
£9.99



People
Code: FCPPL
£9.99



NEW! Box & Balls

The Rules Are Easy, But The Challenge Is Up To You!

Hand-Eye Co-ordination, Visual Perception, Fine and Gross Motor Skills, Spatial Awareness

A game of skill for all ages! You determine the difficulty level. Use the wooden boxes to create games, trick shots and challenges.

Play the games suggested on the boxes or create your own! Can you land the your bouncy ball inside the box? Become a bouncy ball master! Brilliant fun!

Box size approx. 15cm x 14cm

Ages: 5 to adult
Players: 1 or more
Code: FBBABL
£24.99



NEW! Mental Blox 360

3D Building Game

Spatial Awareness, Visual Perception, Problem Solving

This exceptionally clever idea will really sharpen visual perception and spatial awareness skills. With each of the 40 multi-level challenges, the idea is to use a number of the 15 3D blocks shown to build a structure. However, your only clue as to what needs to be built, is an image taken from a specific angle, either from above, or a side. Build the puzzle from the point of view shown and then check the solution to see if you have correctly recreated the image.

Box size approx. 29cm x 21cm

Ages: 5 to adult **Players: 1 or more**

Code: LRMBLX **£19.16**



NEW! Teaching Tac-Tiles

Understanding Colour And Shape, Fine Motor Skills

20 colourful and engaging pieces in five shapes and with four rich textures; smooth, bumpy, rigid or rough. This excellent set combines tactile learning with maths and language. Learn shapes; triangles, circles, squares, rectangles and hexagons; build vocabulary by learning new words to describe textures and shapes; strengthen fine motor skills. Box size approx. 23cm x 23cm

Ages: 3 to adult **Players: 1 or more**

Code: LRTTCT **£12.49**





Teeter Popper

Gross Motor Skills, Hand/Eye Co-ordination

This bizarre, yet brilliant creation is the therapeutic equivalent of sitting on a giant never-ending bubble wrap. Sit, kneel or balance on the Teeter Popper and move back and forth or from side to side. The suction from the poppers grips and releases as you move creating a satisfying popping sensation. A superb therapy tool to help children relax and equally good for developing gross motor skills. Box size approx. 67cm x 16cm

Ages: 3 and up **Players: 1**
Green Code: FBTPPG £24.99
Blue Code: FBTPPB £24.99
Pink Code: FBTPPP £24.99



Trampoline Tennis Sets

Throw It, Catch It, Bounce It!

Hand/Eye Co-ordination, Fine Motor Skills, Concentration

These versatile, trampoline-like disks are superb fun! They will get you and your students moving, playing together and performing tricks, whilst developing a whole range of skills including hand/eye co-ordination and concentration. Each set includes two disks plus a special 'string' ball. The Trampoline Tennis Sets are suitable for all ages.

Medium disk size approx. diameter 37cm
 Mini disk size approx. diameter 30cm

Ages: 5 to adult **Players: 1 or 2**



Medium Trampoline Tennis Set
 Code: PYSDM £19.99

Mini Trampoline Tennis Set
 Code: PYMSD £15.83

Extra Trampoline Tennis Ball
 Code: PYSDX1 £1.66

3 x Extra Trampoline Tennis Balls
 Code: PYSDX3 £4.16

Please note the pictures above are of children playing with the large Trampoline Tennis disks, which are not available with this offer. These are 45cm in diameter.

Squigz

Fun Little Suckers!

Fine Motor Skills, Creativity, Visual Perception

There are, of course, many different types of creative building sets on the market. This is completely different.

Squigz are what we call 'suction construction'. Made from high quality silicone, they push together and then pop apart. They will also stick to almost any flat surface without leaving marks.

There are eight different shapes and the pieces are also washable. These fun little suckers will provide hours of creative fun. The Squigz have also just won a major toy award in the USA and are being promoted by therapists. Pulling them apart requires strength, hand/eye co-ordination and bilateral co-ordination. Endless fun, hugely creative and a really valuable learning tool.

Squigz 24 piece, Starter set.
Box size approx. 19.5cm x 11.5cm
Squigz 50 piece, Deluxe set.
Box size approx. 24.5cm x 17.5cm

Ages: 3 to adult Players: 1 or more

Squigz 24 piece set
Code: FBSQ24 £16.66

Squigz 50 piece set
Code: FBSQ50 £33.33



Tobbles

**Stack It. Balance It.
Wobble It. Twist It.**

**Creativity, Hand/Eye Co-ordination,
Spatial Awareness, Visual Perception,
Sequencing, Fine Motor Skills**

Tobbles is made up of six uniquely weighted spheres which nest inside each other and can be balanced in all sorts of clever and colourful combinations. The interplay of physics and design results in a stacking toy that teaches balance, proportion, colour and structure while encouraging sensory exploration. Little hands will delight in the never-ending discovery of Tobbles. A high quality set which invites children to discover and explore, while providing hours of abstract fun.

Box size approx. 30cm x 19cm

Ages: 2 and up
Players: 1 or more
Code: FBTBS £16.66



NEW! Grip Balls

Easy To Catch, Throw And Kick!

Gross Motor Skills, Hand/Eye Co-ordination, Visual Perception, Spatial Awareness

For anyone who finds it challenging to throw a ball or catch one, these ingenious creations have a clever surface, with different places to help grip the balls. They bounce high, they're extremely durable and waterproof too! Colours may vary from those shown.

Ages: 3 to adult Players: 1 or more



Large Football
22cm Diameter.
Weight is approx. 0.5kg
Code: EZLGFB
£14.16



Medium Football
15cm Diameter.
Weight is approx. 0.25kg
Code: EZMDFB £12.49



Large Football



American Football
12cm x 12cm x 23cm.
Weight is approx. 0.4kg
Code: EZAMFB
£12.49

Sturdy Birdy

Gross Motor Skills, Concentration

Reggie the pigeon takes on a number of poses. Your task is to replicate the poses on each of the cards, but of course there is a catch! Rolling the dice will determine not only how long you have to hold the pose, but also where on your body you will need to balance a beanbag at the same time (yes, really!). The result is a real hoot of a class game which will also help to improve balance, co-ordination and gross motor skills. Be the first to complete all twelve poses and you'll win the game!

Ages: 5 to adult Players: 2 to 4

Code: FBSTB £14.16





Brain Bells

An Audio Memory Game

Thinking Skills, Concentration,
Audio Sequencing

The challenges involve eight colour-coded bells. In turn, players are blindfolded and then hear a sequence of the bells being rung. With the blindfold now removed, use the same bells to work out the sequence. This is made harder as you are against the clock! The length of each sequence of bells is up to you. The braver you are the longer the sequence you'll choose and the faster you will move across the board to win the game. Students of all ages can play this fun, yet challenging game. Brilliant! Box size approx. 22cm x 13cm

Ages: 6 to adult Players: 2 or more
Code: HPCBRB £16.66



NEW! Smilies

Sooner Or Later This
Had To Happen!

Speed Of Thought,
Visual Perception

Six different 'Smilies' (happy, angry, 'wink', sad, surprised and 'in love') and six different colors (orange, blue, yellow, red, green and violet) are used in the different games.

There are five different games to play with the 48 cards and two special dice.

Three of the games require speed of thought, hand/eye co-ordination, visual perception and memory skills. The other two will need your strategic planning and concentration skills. The games can also be adjusted for younger children. Really good fun! Box size approx. 9cm x 5cm

Ages: 5 to Adult Players: 2 to 10
Code: CMSMGM £7.49



Thinktangles!

Can You Find It... And Is It Really There?

Visual Perception, Problem Solving,
Concentration, Speed Of Thought

A series of challenges that require you to think at speed and race against your opponent(s) to locate images, words and letters in a constantly changing playing area. The twist is that the item you are trying to find might not even be there!

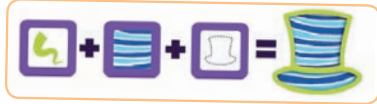
Each of the 32 shaped cards in play contains ten images, words or letters, making a total of 320 across the cards. Every card also has a border of one, two or three colours. The 200 challenge cards give you a clue to something that needs to be located. However, there is a catch! Rolling the special dice will determine which of the shaped cards and which border colours you can use to complete the challenge. So your brain needs to concentrate on three things simultaneously!

What starts as a simple looking challenge will soon leave you tied up in thinking knots and a mistake could cost you the game! Thinktangles! can be played with different difficulty levels making it a wonderful game for all age groups.

Box size approx. 25cm x 25cm

Ages: 6 to adult Players: 2 to 6
Code: HPCTTG £12.49





Hit The Hat!

Roll The Dice... Grab The Right Hat!

Concentration, Visual Perception, Speed Of Thought

Hit The Hat! is a hilarious game that your students will absolutely love! It's exceptionally easy to learn and will keep everyone entertained for hours. In fact, the children who tested the game for us wouldn't give it back, describing it as 'the best game we've ever played!'.

The idea is simple. The faces on top of the three dice determine which hat needs to be found. The first indicates the border colour, the second, the pattern and the third is for the type of hat. No matter what faces the three dice display, only one of the 36 hats will match that combination. Be the first player to spot the hat and grab it using your 'grabber'!

The first player to find six hats is the winner! Outstanding fun!

Box size approx. 27cm x 27cm

Ages: 4 to adult Players: 2 to 4

Code: LDHHT £12.49



NEW! Out Of The Blue

Split The Colours... Beat The Others

Speed Of Thought, Visual Perception

Put on the special glasses and roll the five dice. How many dots of each colour appear on the dice in total? Close one eye and the red dots will vanish, close the other eye instead and the blue dots will disappear. Keep both eyes open and suddenly it's a whole lot harder! Be the first player to grab the cards with the coloured numbers that match the number of dots and you'll win the round. Be quick though, as it's a fast paced optical race to see who wins the game!

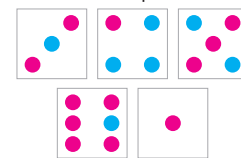
Box size approx. 25cm x 25cm

Ages: 6 to adult Players: 2 to 4

Code: HPCOTB £12.49



Here is an example:



12 red dots

7 blue dots



NEW! Thumpin' Thingdoodles

A Fast-Thinking, Doodle-Thumping Game!

Speed Of Thought, Hand/Eye Co-ordination, Visual Perception

Scatter the Thingdoodles face-up on a flat surface. Spin the spinner and wait to see where it lands. Using your foam mallet, thump the correct Thingdoodles as fast as you can. Watch them magically wrap around your mallet. After the thumping stops, count and score the number of correct Thingdoodles on your mallet. The player to correctly thump 20 Thingdoodles wins the game!

Box size approx. 26cm x 26cm

Ages: 4 to adult Players: 2 to 4

Code: MWTTDS £16.66



FREE DELIVERY ON ORDERS OVER £40!



NEW! Flutter-By

Speed Of Thought, Visual Perception

Race to find the butterfly that matches the one on your card. It may not seem to be there at first, but fold the flaps back and more butterflies appear. Think creatively, see the colour combinations before your opponents and you'll win the game! Box size approx. 20cm x 20cm

Ages: 5 to adult
 Players: 2 to 4
 Code: HTFLBY £10.83



NEW! Pass The Pandas

Speed Of Thought, Strategic Planning

We absolutely love this fast-paced game! The idea is to get rid of your dice before the other players. Roll water and it evaporates away from your stash, roll as much bamboo as the previous player, or you'll be stuck with theirs, roll a panda and pass it to another player. As simple as it is delightful.

Box size approx. 13cm x 18cm
 Ages: 6 to adult Players: 2 to 5
 Code: PRPTPS £9.99



Elephant's Trunk

Visual Perception

The aim is to help Emmet the elephant pack by placing items of clothing into the coloured suitcases. Each player starts with clothing tokens of a particular style and your aim is to be the first player to pack all your clothing. Roll the dice and it will tell you which suitcase to place a token in, but beware of the sneaky mouse who will try to dump everything you just packed back into your clothing pile. Just adorable for young thinkers. Box size approx. 20cm x 20cm

Ages: 4 to adult Players: 2 to 4
 Code: CSEPT £12.49



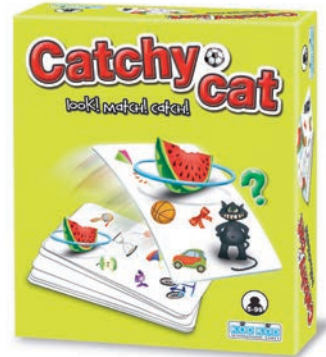
NEW! Catchy Cat

Look! Match! Catch!

Speed Of Thought, Visual Perception

A hilarious game of visual perception. Each of the cards features eight images. Pick any two cards and there will always be one image in common between the two cards. They may be a different size though, making them harder to identify. At the same time, a black cat stands in the middle of the playing area. The cat also appears on every card. Sometimes he will be looking towards you and sometimes away from you. When his back is turned, grab him as fast as you can! Great fun! Box size approx. 12cm x 12cm

Ages: 5 to adult
 Players: 2 to 4
 Code: LDCCAT £6.66



NEW! One Is Not A Pair / The Odd One Out

Observation Skills

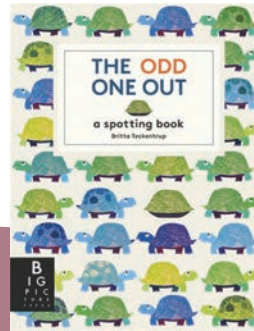
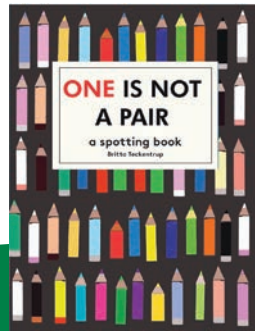
Both of these stunningly illustrated hardback books focus on improving observation skills. In 'The Odd One Out', all of the images in each picture will be the same, with the exception of one, but can you spot which one? In 'One Is Not A Pair', the mixed-up images in each of the illustrations can be paired off, apart from one, which will be unique. Can you spot which one?

Book sizes approx. 19.5cm x 25cm

Ages: 5 to adult Players: 1

DYL NVC TRV ONE CC

One Is Not A Pair
Code: BOOKNO
£10.99 (NO VAT)



The Odd One Out
Code: BOOKOO
£10.99 (NO VAT)



Speedy Match

Visual Perception, Strategic Planning, Hand/Eye Co-ordination, Fine Motor Skills

Shake the ball holder, and the balls will arrange themselves differently each time. Then organise the coloured foam discs on the board exactly the way they appear in the ball holder. Five boards are provided - so up to five people can play together and the ball holder is sealed to ensure that the pieces never get lost. Box size approx. 27cm x 27cm

Ages: 3 to adult Players: 2 to 5
Code: BDSPD £10.83

DYP DYL NVC

Information Overload

You Can Look, But How Much Will You Actually See?

Visual Perception, Observation Skills, Memory Skills, Concentration

A simple idea, ingeniously put together. Words, letters, numbers, shapes, colours and an assortment of random objects! How much information can you absorb in a few seconds? You can look at what's in front of you, but how much detail will you actually see... and how well can you remember what was there? If you can scan everything and commit it effectively to your memory, then you'll do very well playing Information Overload. You might need some practise though!

With eight categories to choose from, round by round, you'll be confronted by images, words and numbers. In just 30 seconds, you'll need to remember as much as you can and then answer questions based on what you've seen. Beware though, the questions are clever and can easily trip you up!

The winner will be the player who has recalled things most effectively and accumulated the highest number of points in the process. Box size approx. 25cm x 25cm

Ages: 6 to adult
Players: 2 to 4, or teams
Code: HPCINO £14.16

DYL TT CC G





Qwirkle

Mix, Match, Score And Win!

Sequencing, Visual Perception, Strategic Planning, Concentration

This is a truly magnificent game - as simple as matching colours and shapes, but requiring tactical thinking and a well-planned strategy. The game consists of 108 wooden blocks with six different shapes in six different colours. Using the blocks, the aim is to score the most points by building lines that share a common attribute - either colour or shape. You can create new lines, add to lines that have already been built and create lines that cross over with other lines. You'll need to think strategically in order to score the most points!

Box size approx. 27cm x 27cm.

Block size approx. 3cm x 3cm

Ages: 6 to adult Players: 2 to 4

Code: GGQWK £18.33



Spot The Difference

The Game Of Observation And Detection

Visual Perception, Speed Of Thought

Two seemingly identical images, yet not everything is the same! Test your skills and race against your opponent(s). The quickest eyes will win the game! Contains 80 reusable wipe-clean challenges plus two dry-wipe pens. Box size approx. 13cm x 11.5cm

Ages: 7 to adult (our recommendation)

Players: 1 or more

Code: UGSPD £8.33



Q-Bitz

Visual Perception, Spatial Awareness, Fine Motor Skills, Speed Of Thought

Q-Bitz is an ingenious game that will challenge your visual agility to the limit. Each of the four coloured frames contains 16 identical, patterned wooden cubes. There are 120 challenge cards, each containing a pattern that can only be created using all 16 cubes. It's initially a race to be the first player to recreate the pattern on the card in the middle, which is easier said than done! However, as the game progresses, the challenge becomes much harder, until you find yourself needing to recreate the pattern without being able to see it! Genius! Box size approx. 26cm x 26cm

Ages: 8 to adult Players: 2 to 4

Code: GGQBZ £16.66



Q-Bitz Extreme

Visual Perception, Spatial Awareness, Fine Motor Skills, Speed Of Thought

Q-Bitz Extreme adds the challenge of curving patterns and a special round of game play in which you create the pattern in reverse! Includes 80 pattern cards, four wooden trays, four sets of 16 cubes and instructions.

Box size approx. 26cm x 26cm

Ages: 8 to adult

Players: 2 to 4

Code: MWQWX £19.16





NEW! Go Fruit!

Cross The Pathways Without Turning Your Five-A-Day Into Smoothies!

Visual Perception, Memory Skills, Strategic Planning

This superb game will really strengthen visual perception and memory skills.

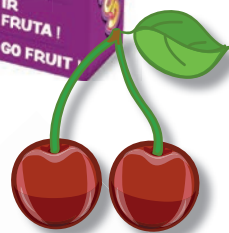
36 multi level challenges feature gardens which are presented on different shaped tiles, each one with a pathway running through the middle. Somebody's been there before you though and has left various pieces of fruit scattered across the pathways. Your task is simply to get from one end of the garden to the other without treading on any of the fruit. Unfortunately, you have to do so whilst wearing red-lens glasses, which ensure that you can see everything in the garden... apart from the fruit!

Box size 26cm x 26cm

Ages: 6 to adult

Players: 2 or more

Code: HPCGFT £12.49



Memory Maze

Can You Follow The Flashing Sequence?

Memory Skills, Visual Perception, Fine Motor Skills

Remember the game 'Simon'? The challenge of Memory Maze is to follow the ever-increasing random sequence. Watch and listen as the lights flash accompanied by musical notes. Simply repeat the sequence. Succeed and the length of the sequence increases. This pocket sized game is great fun! Batteries included.

Box size approx. 16cm x 10.5cm

Ages: 6 to adult Players: 1

Code: FTMEM £5.83



Memory Mix Up

Memory Skills, Visual Perception

Memory Mix Up is the fast-paced game that has players racing to spot what's missing! Load the shaker with tokens and quickly memorise them. Flip the shaker over, mix up the tokens and remove one through the hidden exit. Then flip the shaker back over and be the first player to spot the image that has gone missing! A simple, brilliantly made game with 50 image tokens, meaning that you can select the level of difficulty according to the age of the players.

Box size approx. 26.2cm x 26.5cm

Ages: 3 to adult

Players: 2 to 4

Code: MWMMU

£14.16





NEW! Memory Game

Memory Skills, Visual Perception

This traditional wooden memory game has been brilliantly thought through. Insert one of the 14 challenge cards into the board. Take turns to reveal two of the images by opening the wooden windows (which are attached to the board so they can't get lost!), find a pair and score a point! Keep going until all of the pairs have been revealed! Box size approx. 30cm x 21cm

Ages: 5 to adult **Players: 2**
Code: FTMEMG **£10.83**



Brainbox Games

How Many Things Can You Spot And Memorise In Ten Seconds?

Memory Skills, Visual Perception, Concentration

An absolutely brilliant concept in which players have ten seconds to study one of the illustrated cards, which depict all sorts of information and pictures, and then answer the questions that will test their memory of what they have seen.

Brainbox 'The World' features 71 countries, showing capital cities, the flag, web address country code, main attractions, bordering countries and seas, main exports, foods and cultural features.

Brainbox football is a kickabout through the English football leagues, passing out the best facts and figures about your favourite teams and legacies, and then a few more.

Box size approx. 12cm x 12cm x 12cm

Ages: 8 to adult **Players: 1 to 6**



Brainbox The World

Code: GGBBOX
£10.83



Brainbox Football

Code: GGBBFT
£10.83

Peek-A-Doodle Doo!

The Hide And Seek Game Of Chickens And Eggs!

Memory Skills

Can you rule the roost? Collect all twelve eggs and return them to the crate. Keep an eye on your fellow players and where they are moving chickens. If you accidentally look underneath a chicken with no egg, your own egg will start to crack! Peek-A-Doodle-Doo is a charming and delightful game designed to improve concentration and memory skills. Unlike other memory-based games, with Peek-A-Doodle-Doo the game pieces are in constant motion which adds to the challenging and fast-moving fun!

Box size approx. 29cm x 10.5cm

Ages: 3 to adult **Players: 2 to 4**
Code: FBPDOO **£14.16**



Rush Hour Games

Sequencing, Visual Perception, Concentration, Fine Motor Skills, Problem Solving

DYP DYL NVC TRV CC G



Rush Hour

The Brilliant Sequencing Puzzle

Each puzzle need take no more than a few minutes to complete, and conquering even the simplest of challenges will lead to a huge sense of achievement and a boost in confidence! You are stuck in traffic with four big trucks and eleven other cars. By moving the cars and lorries backwards and forwards, the aim is to manoeuvre your way out of the traffic jam. The jams get harder as you progress through the challenges. 40 puzzles divided into four levels of difficulty. Storage bag included. Board size approx. 15.5cm x 14cm

Ages: 8 to adult Players: 1 or 2
Code: BARH1 £14.16



Rush Hour Junior

Here is the junior version of the game suitable for ages 6 to 8 years (although some 5 year olds will be able to do at least some of the puzzles). A storage bag is enclosed to stop pieces getting lost! Board size approx. 15.5cm x 14cm

Ages: 6 to 8 Players: 1 or 2
Code: BARHJR £14.16



Animalogic

Solve The Puzzles To Stop The Stampede!

Sequencing, Spatial Awareness, Visual Perception, Lateral Thinking

Animalogic is a brilliant puzzle game of safari stumblers! Lions, hippos, giraffes and camels are all waiting to get to the other side of the river. The animals know they may only cross the river bridge one at a time. However, there is a catch! Each animal may only cross if the previous animal to cross is either the same colour or the same species. With 60 puzzles and 5 levels of difficulty all you have to do is work out the correct sequence each time. Box size approx. 28cm x 23cm

Ages: 5 to adult Players: 1 or more
Code: FBALG £14.16

NVC CC G

NEW! Diamond Quest

Connect The Diamonds & Solve The Puzzles!

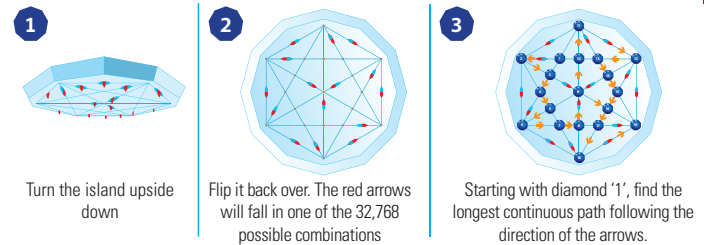
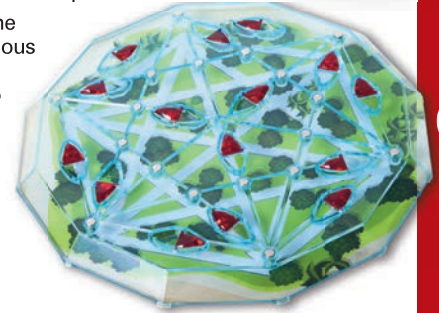
Sequencing, Lateral Thinking, Spatial Awareness

Take your brain for a spin as you navigate a diamond studded path of 19 gems across an island. The aim is to place the numbered diamonds in order, whilst always following the direction of the arrows. Turn the island upside down. The 15 red arrows will all drop out so they are facing down. Next, turn the island back over. Each arrow will fall randomly either to the left or to the right of its space.

Your task is to then arrange the diamond counters on the various magnetic points in numerical order, following the arrows to create the longest possible continuous path. Box size approx. 27cm x 27cm

Ages: 8 to adult
Players: 1 player
Code: HPCDQU £12.49

DYP NVC TRV CC



NEW! Tantrix Quest

Fine Motor Skills, Visual Perception, Hand/Eye Co-ordination, Sequencing

The aim is to build connecting loops of the colour indicated on the tiles. Add an additional tile each time to make increasingly difficult challenges. This set contains 14 tiles in a storage bag, each with a unique design and with colour-coded numbers. 40 additive puzzles are included, split into four unique types of activities for all ages and abilities. There are also Tantrix Challenge Cards which feature 24 Tantrix Challenge Puzzles. Almost endless fun! Box size approx. 7cm x 11.5cm

Ages: 6 to adult Players: 1 or more
Code: PPTXQT £10.83

DYP DYL NVC TRV CC G

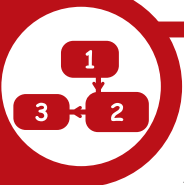


Piece colours may vary

FREE DELIVERY ON ORDERS OVER £40!

Sequencing





Magnetic Match Rings

Visual Perception, Problem Solving

A fun way to learn about magnetism, help develop visual matching skills and improve hand/eye co-ordination. Players select one of 40 pattern matching challenges and stack the magnetic rings in the exact same colour order as shown on the card. If a card shows rings that are floating (not touching), your rings must also be floating. To make your rings float you must use the basic rules of magnetism, where like poles repel and different poles attract. Each magnetic ring has a positive (+) and a negative (-). To change a ring on a pole just flip it over. Box size approx. 23cm x 16.5cm

Ages: 5 and up **Players: 2 to 4**
Code: PPMMR £8.33



Marble Runs

Fine Motor Skills, Social Skills, Team Building, 3D Concepts, Creativity

Three fantastic marble run sets which can be built individually or combined to make giant sets. The idea is to turn the pieces into a creative run which will carry the marbles (included) across the maze. Everything is interchangeable between the different sets, allowing you to create enormous runs.

Ages: 3 to adult **Players: 1 or more**



30 Piece Marble Run
Box size approx. 25cm x 25cm
Code: MHMR30 £9.99



50 Piece Marble Run
Box size approx. 27.5cm x 31.5cm
Code: MHMR50 £14.16



70 Piece Marble Run
Box size approx. 30cm x 38cm
Code: MHMR70 £16.66



Domino Rally

Fine Motor Skills, Creativity
Understanding 3D Concepts,
Social Skills, Team Building,
Visual Tracking,

This Domino Rally is absolutely superb, with 200 pieces. Made of wood, this set has got the lot - steps, a slide and at the end of your creation, the aim is to get the bell to ring as the final domino falls. It also comes with a cloth storage bag. Marvellous!

Box size approx. 27cm x 21cm

Ages: 3 to adult
Players: 1 or more, or teams
Code: KPDOM £16.66



Colour Code

Sequence The Tiles And Crack The Code!

Sequencing, Problem Solving, Concentration

Colour Code uses 18 bold, coloured shapes, each on a see-through tile. Pick a challenge, then stack a rack of tiles to recreate the exact composition presented by the challenge! However, you are not only working to sequence the shapes and colours, but you'll also need to work out which way round each tile goes! 100 multi-level challenges are included. Genius! Box size approx. 24cm x 24cm

Ages: 5 to adult
Players: 1 or more
Code: LRCLC £14.16



Ivan's Hinge

Problem Solving, Fine Motor Skills, Visual Perception, Spatial Awareness

One of the cleverest puzzle sets we have ever seen, Ivan's Hinge is a hands-on contraption which twists and folds into different shapes. There are 16 triangular (tetromino) sections joined together by hinges and 56 two-dimensional images which you need to recreate. Trust us, once you pick it up, you won't want to put it down! Box size approx. 13cm x 17.5cm

Ages: 8 to adult Players: 1
Code: FBIVH £9.99



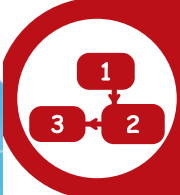
NEW! Link It

Piece Together The Perfect Path!

Spatial Awareness, Visual Perception, Problem Solving

Choose one of the 48 multi-level challenges, then align a series of shapes on the grid so that they form a continuous path. Each shape contains a different configuration of squares, but how do they link together? Box size approx. 12cm x 12.5cm

Ages: 7 to adult Players: 1
Code: HTLKIT £6.66



NEW! Ghost Hunters

Catch The Ghosts In The Light!

Spatial Awareness, Visual Perception, Sequencing, Problem Solving

This exceptional set will really improve spatial awareness skills. Have you ever wondered what ghosts do in a haunted mansion? Choose a challenge card and place it on the game board. Arrange the six puzzle pieces on top of the challenge card so that every ghost becomes visible in the circles of the light beams. There is only one solution per puzzle. 60 multi-level puzzles.

Box size approx. 24cm x 17cm

Ages: 6 to adult Players: 1
Code: SMGHTH £14.16



NEW! Deduction

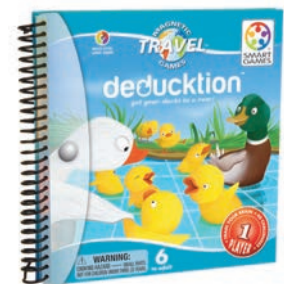
Use Logical Deduction To Get Your Ducks In A Row!

Logical Deduction, Spatial Awareness, Sequencing, Problem Solving

48 multi-level magnetic challenges featuring three families of ducks, each with a mother duck and a few ducklings. The yellow duck family has five members, the red four and the green three. Use the visual clues and logical deduction to position the three duck families so that all the ducklings follow their mothers.

Pack size approx. 16cm x 16cm

Ages: 6 to adult Players: 1
Code: SMDECK £9.16





Jigraphy United Kingdom & Ireland

Visual Perception, Strategic Planning, Sequencing

This outstanding, high quality, 100 piece jigsaw builds into a stunning map, illustrating the United Kingdom and Ireland by counties. The bizarrely shaped pieces turn the puzzle into an ingenious challenge that is both great fun and highly educational too. Follow the picture to build the puzzle or use your own geographical knowledge to create this stunning full-colour map. The finished puzzle is approximately 50cm x 40cm. Box size approx. 18cm x 18cm

Ages: 4 to adult **Players: 1 or more**
Code: HPCJUK £12.49



Jigraphy World

Visual Perception, Strategic Planning, Sequencing

This brilliant 112 piece jigsaw challenge creates a stunning, full colour map of the world (the finished puzzle is approx. 70cm x 42cm). Many of the pieces have been shaped around country borders. Follow the image included inside, or use your own knowledge to work out where each piece should be positioned!

Please note that this map displays the name of all full member states of the United Nations. Selected other locations are also shown. Box size approx. 18cm x 18cm

Ages: 4 to adult **Players: 1 or more**
Code: HPCJWD £12.49

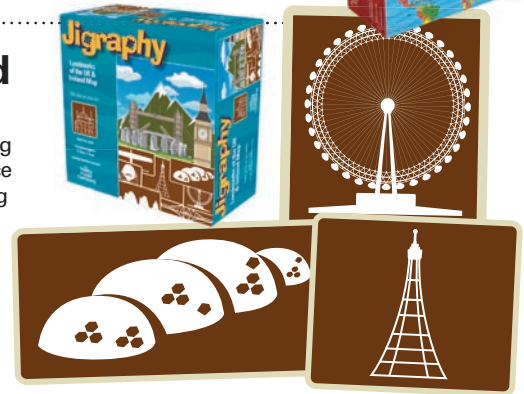


NEW! Jigraphy Landmarks Of The UK And Ireland

Visual Perception, Strategic Planning, Sequencing

This brand new Jigraphy puzzle features the UK and Ireland's most famous landmarks, including places of historic and cultural interest, areas of natural beauty and major tourist attractions. Once built, the 150 piece puzzle (50cm x 75cm) also displays 25 features vertically, giving this stunning puzzle a 3D perspective. There is also factual information to accompany each of the landmarks. Box size approx. 18cm x 18cm

Ages: 6 to adult **Players: 1 or more**
Code: HPCJLM £12.49



Jigraphy Flags, Capitals, Currencies & Populations

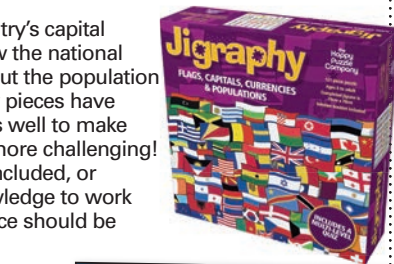
A Jigsaw, A Quiz And A Whole World Of Information!

Visual Perception, Strategic Planning, Sequencing

Discover each country's capital city, see if you know the national currency and find out the population too. The 121 jigsaw pieces have been cleverly cut as well to make the puzzle that bit more challenging! Follow the image included, or use your own knowledge to work out where each piece should be positioned!

The finished puzzle features all 193 member states of the United Nations, ordered alphabetically by continent. Once you have finished building the puzzle, there is a multi-level quiz too! Box size approx. 25cm x 25cm

Ages: 6 to adult **Players: 1 or more**
Code: HPCFCT £12.49



Explore the World

A Game Of Who, Where and What!

General Knowledge, Geography Skills

A simple game which will boost geographical knowledge. What is the world's longest river? Where in South America do the locals speak Portuguese? Explore interesting and exciting places around the world as you work your way across the board. Learn facts about the natural world and our own manmade creations. Packed with interesting facts and great fun, this excellent game will really build knowledge of the amazing places that make up planet earth!

Box size approx. 27cm x 27cm

Ages: 7 to adult **Players: 2 to 6**
Code: OMXTW £16.66



Geo Puzzle Europe

Visual Perception, Sequencing, Strategic Planning

This excellent puzzle map of Europe includes pieces shaped like individual countries, states and provinces. The finished puzzle is approx. 48cm x 40.5cm. 58 pieces. Box size approx. 27cm x 27cm

Ages: 4 to adult **Players: 1 or more**
Code: GEOEPE £12.49



FREE DELIVERY ON ORDERS OVER £40!

Einstein's 2% Club

Logical Deduction, Problem Solving, Visual Perception

This ingenious puzzle set has been based on Einstein's Riddle, but don't worry, because this version is much more solvable and has been broken down into 84 challenges with increasing levels of difficulty.

In front of you is a row of houses. Each is home to a different person and in some cases, their pet. Combining the clues that you are given with logical deduction, your challenge each time is to work out who lives where. Box size approx. 26cm x 26.5cm

Ages: 4 to adult
Players: 1 or more
Code: JMTPC £14.16

DYL NVC CC G



NEW! Get A Grip On A Matrix

Problem Solving, Sequencing, Visual Perception, Spatial Awareness, Logical Reasoning, Concentration

Designed as a learning aid, this matrix game promotes the gradual development of the child's ability to concentrate and listen to instructions and follow them, abilities that are fundamental to cognitive functioning. With ten activity cards and 36 coloured pegs, the set will teach students how to arrange objects in columns and rows according to common criteria and further develop problem solving skills. An excellent set. Box size approx. 30cm x 18cm

Ages: 4 to adult **Players: 1 to 4**
Code: PYGGOM £27.49

DYP NVC CC G



Secret Decoder Deluxe Activity Set

Crack Codes, Uncover Hidden Clues, Reveal Secret Messages, Be A Super Sleuth!

Visual Perception, Sequencing

Crack the codes and complete the puzzles to solve dozens of mini mysteries! Figure out whodunit then turn the page for a whole new mystery. Your spy kit contains: three unique activity books, two sticker sheets, two decoder wheels, two colour-change markers, one invisible-ink marker, one seek and find lens and over 50 unique activities all packaged in a self sealing storage briefcase. Box size approx. 30.5cm x 25.5cm

Ages: 7 to Adult
Code: MDDEC £9.16

DYP DYL NVC TRV CC



'Mastermind' Brainmaster

Lateral Thinking, Visual Perception, Logical Deduction

A stylish wooden version of the classic logical deduction game in which your opponent must guess the combination of coloured pegs in your hidden code. With each guess you can reveal how many pegs are correct and how many of those are in the correct position - but not which ones! Your opponent has 10 chances to crack the code!

An absolute classic! Box size approx. 28cm x 13.5cm

Ages: 8 to adult **Players: 2**
Code: GZMST £14.16

DYL NVC



Last Mouse Lost

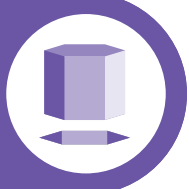
Strategic Planning, Visual Perception

This clever little game is wonderfully addictive as players try to outsmart one another by trying to avoid being stuck with the last mouse. On their turn, each player eliminates as many mice as they wish from the grid, providing they are all sitting in the same row. However, keep a close eye on your opponent as the number of mice drops and try to ensure you don't get trapped into having the last mouse! A genius game, with more advanced rules included. Box size approx. 14cm x 17cm

Ages: 5 to adults **Players: 2**
Code: FXMSE £5.83

DYP DYL NVC TRV
TT ONE CC G





Trucky 3

Truckloads Of Puzzle Fun!

Sequencing, Problem Solving, Spatial Awareness, Visual Perception, Fine Motor Skills

This genuinely is an absolutely outstanding puzzle game - it's huge fun and will really improve students' spatial awareness skills.

Each of the 48 graded challenges will indicate which of the 3D shapes and which combination of the trucks you will be using. All you have to do is work out how all of the shapes fit perfectly together into the trucks. As the puzzles get harder, you need to consider carefully which truck requires which pieces. The trucks themselves are wonderful and will be much loved toys in their own right. That they also double as a highly educational and hugely enjoyable set of puzzles is a stroke of genius. Highly recommended. Box size approx. 24cm x 24cm

Ages: 3 to 8 **Players: 1 or more**
Code: SMTRK £16.66



Switch And Spin Magnetic Gear Board

Fine Motor Skills, Visual Perception, Spatial Awareness, Understanding Colour, Understanding Shape

An ingenious tool which teaches children about simple mechanics, as well as understanding colour, shape and counting. There are ten unique designs included. Simply lay one of the designs on top of the empty gear board and place the pegs and the cogs on top of the design... and then spin! An extremely clever idea, great fun and an excellent promoter of fine motor skills, problem solving and creative play. Box size approx. 37.5cm x 27.5cm

Ages: 2 to adult **Players: 1**
Code: MDSSMG £14.16

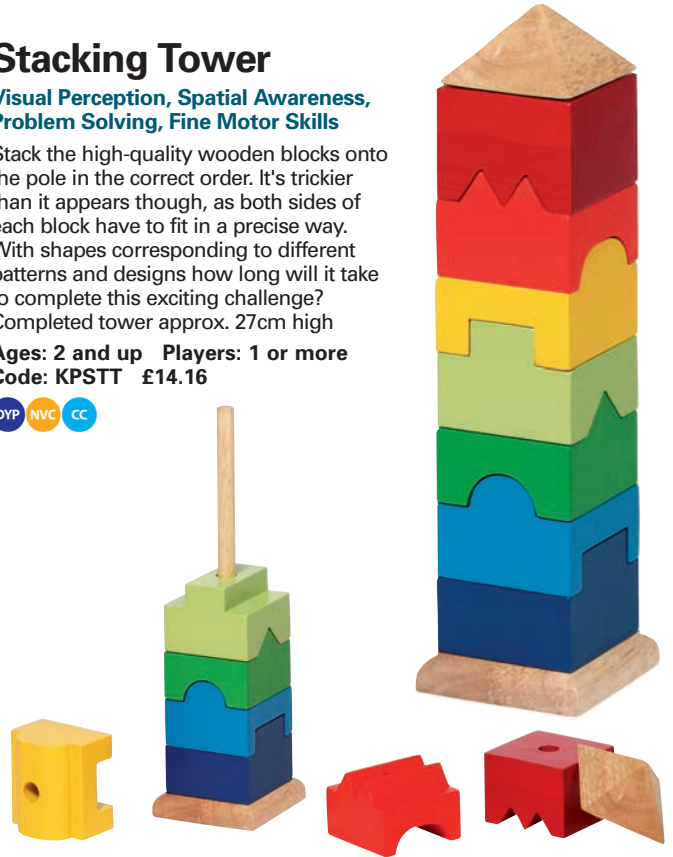


Stacking Tower

Visual Perception, Spatial Awareness, Problem Solving, Fine Motor Skills

Stack the high-quality wooden blocks onto the pole in the correct order. It's trickier than it appears though, as both sides of each block have to fit in a precise way. With shapes corresponding to different patterns and designs how long will it take to complete this exciting challenge? Completed tower approx. 27cm high

Ages: 2 and up **Players: 1 or more**
Code: KPSTT £14.16



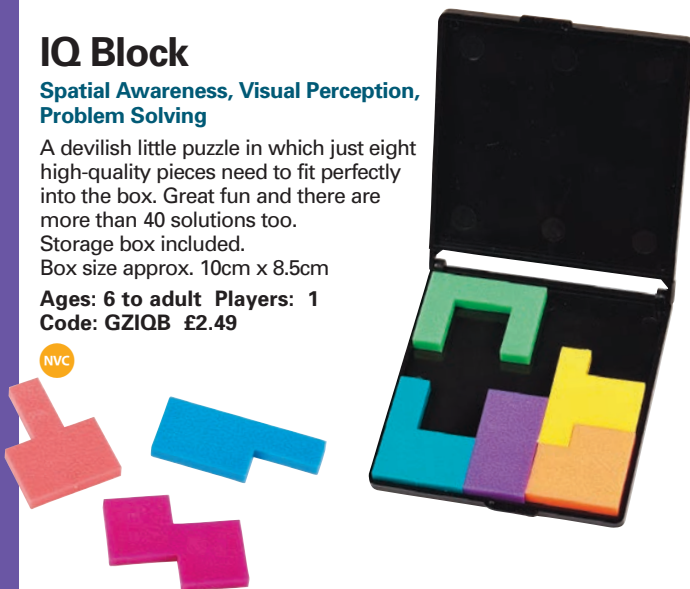
IQ Block

Spatial Awareness, Visual Perception, Problem Solving

A devilish little puzzle in which just eight high-quality pieces need to fit perfectly into the box. Great fun and there are more than 40 solutions too. Storage box included.

Box size approx. 10cm x 8.5cm

Ages: 6 to adult **Players: 1**
Code: GZIQB £2.49



Colour Wheel

Spatial Awareness

A basic wooden wheel with 29 colourful pieces which must all fit inside the wheel. This is a lovely idea which will help students to improve their spatial awareness skills. Game size diameter approx. 23cm

Ages: 4 and up
Players: 1 or more
Code: KPCLW £7.49





NEW! Playstix
A Unique Construction Set
Creativity, Fine Motor Skills

Welcome to Playstix! A construction toy that allows you to build the ordinary and inspires you to build the extraordinary. Build something as simple as a chair or as complex as a racing car. Stack one piece on top of the other, or use the unique snap and lock feature, which locks and holds everything in place. Includes 74 Playstix, two small wheels and four large wheels, plus an ideas booklet. Box size approx. 29cm x 21.5cm

Ages: 4 to adult **Players: 1 or more**
Code: PYPSTX £14.16



Timeshock

Hand/Eye Co-ordination, Spatial Awareness, Fine Motor Skills, Visual Perception

Race against a timer to try and fit the 26 shapes into their correct homes. If time runs out the board pops up and all of the shapes come flying out! The board has a built-in score sheet to record the performance of up to five players. No batteries required. Pieces stored in a side container. Box size approx. 21cm x 12.5cm

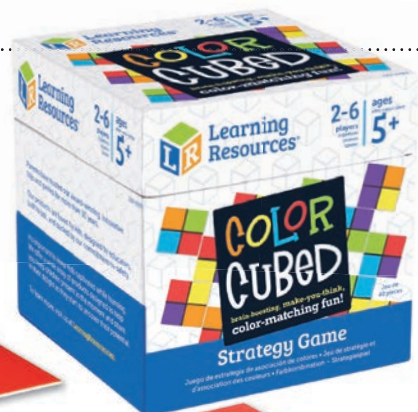
Ages: 4 to adult **Players: 1 to 5**
Code: TTSHK £10.83



NEW! Colour Cubed
Visual Perception, Strategic Planning

This excellent colour matching game is a great way of teaching strategic planning skills to young learners. Place any card to start, match colours to earn points. Create the most colour matches and win. Box size approx. 11cm x 11cm

Ages: 5 to adult **Players: 2 to 6**
Code: LRCCBD £8.33



Pandemonium

Whatever You Do... Don't Panic!

Speed Of Thought, Visual Perception, Spatial Awareness, Fine Motor Skills, Strategic Planning, Sequencing

This fabulous game is about thinking at speed without dissolving into panic. It's about distinguishing between colours, shapes and orientations simultaneously. There are 60 graded challenges, each chosen randomly. The idea is to recreate the image on the challenge card.

Players have six tiles, each with four shape holes and 24 shapes with which to fill the holes. Each tile can go either way up and there are numerous pieces that could fill each hole.

Box size approx. 13.5cm x 13.5cm

Ages: 6 to adult
Players: 2 or teams
Code: HPCPDM £16.66





The Bedlam Cube

Visual Perception, Lateral Thinking, Spatial Awareness

The idea is to fit 13 different geometric shapes into the shape of a cube in a clear box. The Bedlam Cube has 19,186 different solutions, but to find one is intriguingly challenging. This is a truly fabulous gift for anyone aged from 8 to 108 who loves puzzles ...it will drive you crazy, but it's worth every mind-boggling moment! Try the Bedlam Cube... then try it again and again!

Cube size approx 10cm x 10cm x 10cm
Ages: 8 to adult (our recommendation)
Players: 1 or 2
Code: PPBDL £12.49



NEW! On The Line

The Overlapping Shape Brainteaser

Visual Perception, Speed Of Thought, Lateral Thinking, Problem Solving, Spatial Awareness

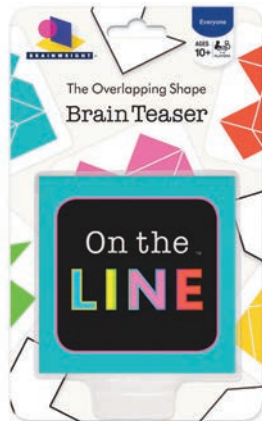
Line up for this vexingly visual brainteaser. Arrange four transparent shapes to perfectly form one of 60 unique geometric patterns.

However, all four shapes are identical, so you will have to work out how to overlap them so that they sit in precisely the right position. Enough pieces are included for two people to race, or you can play as a solo game.

Box size approx. 21cm x 13cm

Ages: 8 to adult (our recommendation)
Players: 1 or 2

Code: CSOTLN £9.99



Colour Code

Sequence The Tiles And Crack The Code!

Sequencing, Problem Solving, Concentration

Colour Code uses 18 bold, coloured shapes, each on a see-through tile. Pick a challenge, then stack a rack of tiles to recreate the exact composition presented by the challenge! However, you are not only working to sequence the shapes and colours, but you'll also need to work out which way round each tile goes! 100 multi-level challenges are included. Genius! Box size approx. 24cm x 24cm

Ages: 5 to adult

Players: 1 or more

Code: LRCLC £14.16



Say What You See!

The Quick Fire Catchphrase Game

Lateral Thinking, Speed Of Thought

Are you a catchphrase king? In this game you will be presented with a series of puzzling pictograms, all of which have a catchphrase answer. The first player to correctly guess the catchphrase wins the card. So get your thinking caps on and say what you see to win the game! Includes 100 challenge cards.

Box size approx. 14cm x 17cm

Ages: 9 to adult (our recommendation)

Players: 3 or more

Code: PLSWS £5.83



True Or False?

Logical Deduction

108 trivia cards each containing two 'facts' which could be true or false. The question master has to decide which of the facts is most likely to trip up his/her opponent(s) as they attempt to work out whether what's on the card is genuine... or a pack of lies! Great fun!

Box size approx. 11cm x 19cm

Ages: 8 to adult

Players: 2 or more

Code: LGTFL £8.33



NEW! Dr Eureka

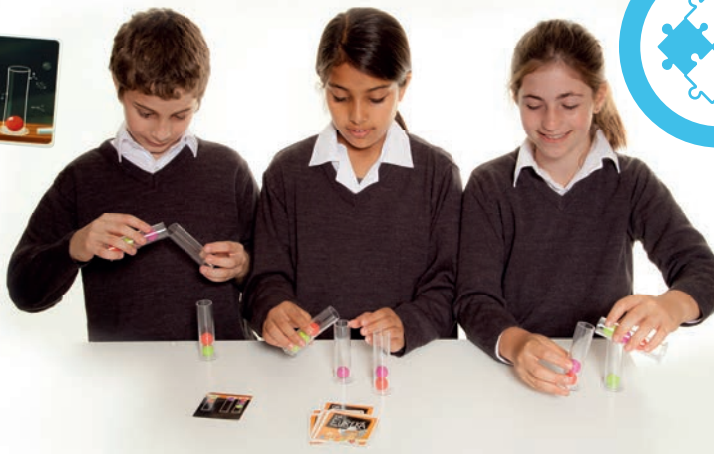
54 Molecule Mixing Challenges

Sequencing, Speed Of Thought, Problem Solving

Dr Eureka has 54 important experiments to complete. This brilliant set of challenges require you to solve the scientific formulae by mixing your molecules from test tube to test tube without touching them with your bare hands. Transfer your molecules faster than your competitors as you devise a sequence of test tube transfers and prove you are the most efficient scientist in the lab. Box size approx. 26cm x 26cm

Ages: 6 to adult Players: 2 to 4

Code: PLDEUR £16.66



Soccerbrain

Think, Shoot And Score!

Thinking Skills, Visual Perception, Memory Skills, Lateral Thinking

An outstanding game designed to improve a variety of thinking skills. The game begins with a 'cup draw' of eight teams who round by round play the quarter finals, semi-finals and final. With five minutes per half, each player moves across the board, tackling various football-related thinking challenges as they go. There are four kinds of challenge - Memory, Visual Perception, Lateral Thinking and Conundrums. If you're lucky, you'll win a penalty and have the chance to 'score from the spot'. Great fun in a game that really will improve thinking skills! Box size approx. 24cm x 24cm

Ages: 8 to adult Players: 2 to 8

Code: HPCSBR £16.66



Cool Circuits

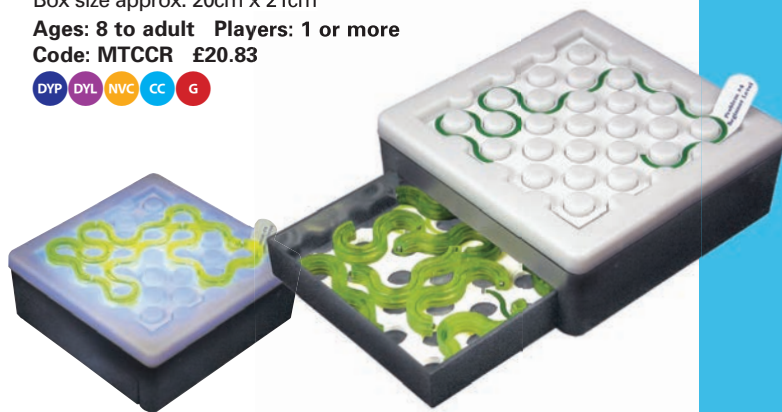
Connect The Pieces, Complete The Circuits, Watch What Happens!

Sequencing, Strategic Planning, Problem Solving, Visual Perception, Spatial Awareness, Fine Motor Skills

40 multi-level puzzles in which the aim is to connect a series of pieces which twist and curl around a maze. Add the last piece to complete each circuit and the circuit suddenly springs into action; flashing lights, music - the works! Never before has completing a puzzle felt so satisfying. Genius! Box size approx. 20cm x 21cm

Ages: 8 to adult Players: 1 or more

Code: MTCCR £20.83



Thought Exchange

The Fast Moving, Fast Thinking Game!

Concentration, Strategic Planning, Memory Skills, Visual Perception, Lateral Thinking, Speed Of Thought, Sequencing, Code Breaking Skills, Logical Deduction

Thought Exchange is a superb game that will really challenge your thinking skills! The aim of the game is to be the first player to reach your destination solving the puzzles as you go.

Your playing piece will always be on a spot on one of the route 'lines' and each line has a category of thinking challenges associated with it. To win the game you will need to conquer the challenges on several different 'lines':

On The Sequence Line - Continue or complete the sequences based on the information in front of you!

On The Code Line - Crack the cryptic codes!

On The Process Line - Process the information at speed and then use it to make logical deductions!

On The Memory Line - Process the information... and then try and recall what you've heard!

On The Perception Line - Remember what you've seen and where you've seen it!

On The Lateral Line - Key your mind into the subject and name everything that you can associated with that subject!

You certainly do not need to be a genius to win the game.

Rather, the challenges will really require you to think at speed!

Box size approx. 25cm x 25cm

Ages: 8 to adult Players: 1 to 6

Code: HPCTEX £16.66





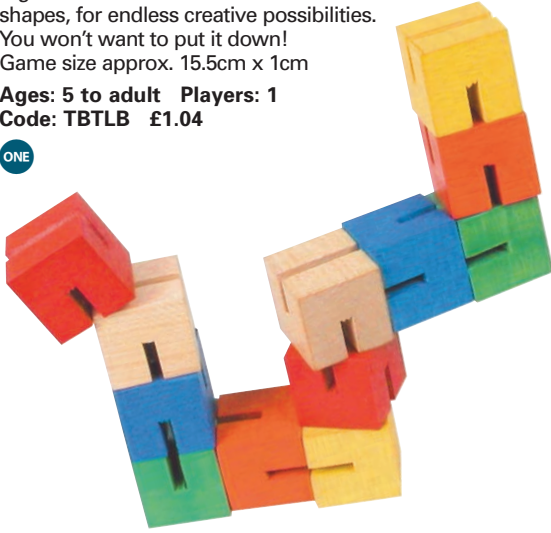
Twist And Lock Blocks

Fine Motor Skills, Creativity

These twelve mini blocks are all attached together but can be twisted into all sorts of shapes, for endless creative possibilities. You won't want to put it down!
Game size approx. 15.5cm x 1cm

Ages: 5 to adult Players: 1
Code: TBTLB £1.04

ONE



The Professors' Mini Metal Puzzles

Lateral Thinking

Six tangled-up metal puzzles that all require you to separate the pieces. Available individually or as a set. Box size approx. 7.5cm x 7.5cm

Ages: 6 to adult Players: 1 NVC



The Baffle
Code: PPMM1
£1.66



The Head Spinner
Code: PPMM5
£1.66



The Muddler
Code: PPMM2
£1.66



The Egg Head
Code: PPMM3
£1.66



The Master Mind
Code: PPMM6
£1.66



The Sense Sizzler
Code: PPMM4 **£1.66**



multisave offer

Set Of All Six Mini Metal Puzzles
Code: PPMMSET £8.33

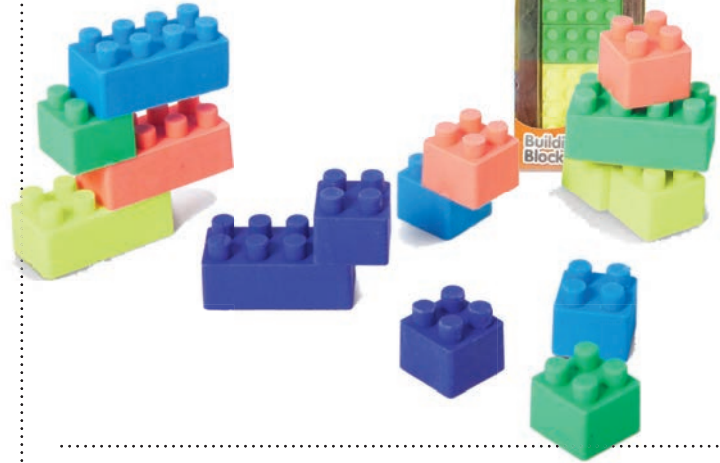
NEW! Building Block Erasers

Fine Motor Skills, Visual Perception

A brilliant value pack of 15 buildable erasers. Two different sizes and five colours are included. Pack size approx. 5.5cm x 24.5cm

Ages: 5 to adult Players: 1
Code: KCMBER £3.33

NVC CC



Maze Pens

Hand/Eye Co-ordination

Each pen has a built-in maze with two balls. The aim is to get one ball at each end. Great fun! Black ink only. Four colours available. Pen length approx. 14cm

Ages: 6 to adult Players: 1



Blue Maze Pen
Code: TMAZEB £0.83

Yellow Maze Pen
Code: TMAZEY £0.83

Green Maze Pen
Code: TMAZEG £0.83

Red Maze Pen
Code: TMAZER £0.83

NVC

multisave offer

Set Of 10 Assorted Maze Pens
Code: MAZASET £7.49

Puzzle Cube Eraser

Spatial Awareness, Visual Perception

A miniature six-piece puzzle cube that doubles as an eraser!

Cube size approx. 3cm x 3cm x 3cm

Ages: 4 to adult Players: 1
Code: SGPZE £0.63

NVC



ORDER FORM

How To Order

By Telephone:

Please call us on **0844 848 2822***

(From outside the UK call **+44 20 8953 4484**)

By Post:

Please send your completed order form to the following address:

The Happy Puzzle Company Ltd.

PO Box 586,

Elstree, Herts

WD6 3XY

By Fax:

If you are faxing an order to us, please fill out the reverse side of this page and fax it to us on **0844 848 2821***. Occasionally, customers accidentally fax the wrong side of the order form. If you are faxing your order, please fill out your name and contact number here:

(Non-UK customers, please fax +44 20 8953 4474)

Placing orders online

Schools are able to place orders online. There are two options available.

1. You can place a regular online order, making a secure payment at the point of purchase by credit or debit card. We will send you a VAT invoice.
2. If you wish to email us your order, please send the order details to us at **sales@happypuzzle.co.uk**

Please note that the prices of resources in our online shop are displayed inclusive of VAT. If your school is able to claim back VAT, you will still be able to do this once we have sent you the invoice.

* Our 0844 numbers cost 7p per minute plus your phone company's access charge.

If you are placing a school order

Orders for and to be sent directly to a school can be invoiced to the school, so you do not have to enclose payment. Payment should reach us by no later than 30 days after receipt of your goods. We will send you a VAT invoice at the same time as your order.

Please either complete the order form on the next page, or send a formal purchase order ensuring that the full order codes are used on the form and that the name of the member of staff who will actually be using the resources and to whom future copies of The Happy Puzzle Company catalogues should be sent is clearly indicated. Please quote your official purchase order number.

Please quote Catalogue 'SEN4A'.

If you do wish to enclose payment, please ensure that the amount you send includes VAT (over 90% of schools will be able to claim back VAT - please ask your school bursar for details). Most schools place orders using a 'school order number'. Please note that this is a reference for your school only. We therefore kindly request that care is taken to ensure that if you are sending us a separate, printed confirmation of an order placed by telephone, over the internet or fax, that you clearly indicate on the confirmation that the order has already been placed. In the event that this has not happened, we regret that we cannot take responsibility for duplicated orders.

School orders can be placed by telephone, fax, post, email, or online.

Returns – Terms and Conditions

Unless otherwise stated, we offer a full money back guarantee if goods are returned within seven days of receipt. This applies to UK orders only. We regret that goods returned used, damaged or in damaged packaging cannot be refunded. Please note that returns are entirely the customer's responsibility. We strongly suggest that you insure against loss.

We regret that we cannot be held responsible for returned goods that are damaged or lost en route. Postage will only be refunded in the case of damaged or faulty goods. Please note that any errors or omissions from an order must be reported within seven days of receipt of the items. We cannot be held responsible if you duplicate your order by phone, fax or post.

How Your Order Is Delivered

Please note that smaller UK orders are currently sent by Hermes.

We now also offer a Next Day Delivery service. The cost of this £8.95 and orders must be placed before 2pm for delivery the following day. Next Day Delivery is subject to stock availability.

By ordering from us you are agreeing to the above Terms & Conditions.

Order Form

When ordering via official purchase order, online or by telephone, please quote catalogue code 'SEN4A'

Order Code	Product Name	Quantity	Price	Total

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Personal orders welcome

Standard Delivery charge*

£4.95 This charge is only applicable on orders under £40 in value.

School purchase order number (if applicable) _____

(Optional Next Day Delivery (UK only) **£8.95†**)

TOTAL £

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Please make cheques payable to 'The Happy Puzzle Company Ltd.'

***Delivery to addresses outside of mainland United Kingdom will be charged at the cost of sending the goods by our chosen courier.**

† We now also offer a Next Day Delivery service. The cost of this £8.95 and orders must be placed before 2pm for delivery the following day. Next Day Delivery is subject to stock availability.

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- School resources and Puzzle Challenge Days
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* Our 0844 numbers cost 7p per minute plus your phone company's access charge.

PUZZLE PACKS FOR SCHOOLS

Incredible value for money!

Complete solutions for school and home | Autumn 2016/17 Edition

- Balanced packs covering all abilities & nurturing a wide range of skills
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- **Free** assistance with planning programmes using the resources
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Why have we created these games packs?

Over the last few years, countless SENCOs and parents have called us asking for advice, help and support.

What we can offer you is a positive way of helping to improve your children's skills both at school and home. As you join in and monitor your children's progress, you will be able to share experiences, focus on specific areas, offer encouragement and share successes.

If a child is dyspraxic or dyslexic, then as a parent or teacher you want to be able to do as much as possible to help. These puzzles and games will give you the opportunity to help your child through individual and family play.

It is important to remind parents that the resources in these packs will not provide a 'magic solution'. By playing with the puzzles and games, a child will not suddenly stop being dyspraxic or dyslexic. What the resources will do, is to allow the child to focus on certain types of skills, such as sequencing, hand/eye co-ordination, visual perception and so on. Through success with these puzzles will come confidence and self belief.

Instinctively, they may sometimes put up metaphorical barriers when they perceive that their ability to complete a task is potentially going to be affected by the difficulty. It's a psychological defence mechanism. Because these puzzles and games represent 'learning through play' many of those barriers will start to come down and the fear of failure will disappear, allowing the child to perform to the best of his or her ability.

Many of these games are 'graded' which means that they will start at an easier level and steadily become more difficult. This allows each child to find their own level of difficulty and progress from that point. Often, these types of games will require the player to spend a relatively short amount of time on a task before feeling that they have achieved something significant. Keeping a record of that achievement will not only help to build confidence, but it will also provide you with a record of what stage of the game has been reached. Overall, what these packs represent, is an opportunity for you to do something positive at school and home, that could really help to improve their skills.

Making The Best Use Of These Resources

Perhaps the most important feature of these puzzles and games is that they are 'mainstream'. This means that they have not been designed specifically to help children with dyspraxia or dyslexia – they will appeal to everyone, but they have hidden qualities that will help to improve your children's skills. Therefore you can play together, in twos, threes, as a whole school or family group or however you wish.

As they get older, children with a specific learning difficulty will often become more aware that there is something causing them to find difficulty with certain types of tasks.



SPECIAL NEEDS PACKS

Two discounted packs of resources for use by primary and secondary school SENCOs. These packs will nurture a wide variety of skills in children with Specific Learning Difficulties.



SEN Pack Key Stages 1 & 2

(Scotland: Levels A to E)

Order Code: 16PPKSEN12

PACK PRICE

£199.99+VAT

Name	Page	Name	Page
Tangle	4	Story Cubes (Original Set)	23
Colour Code	5, 43, 48, 62	Perilous Penguins	25
Thinking Dice	5	Tricky Fingers	25
Rush Hour	6, 41, 60	Magna Maze	26
Thinktangles	9, 34	Timeshock	27, 47
Fraction Action Snap	10	Speedy Match	37
Times Table Snap	10	Memory Mix Up	39
Maths Dice	13	Einsteins 2% Club	45
Shape By Shape	17	Last Mouse Lost	45
Magic Symmetry	18		



SEN Pack Key Stages 3 & 4

(Secondary)

Order Code: 16PPKSEN34

PACK PRICE

£199.99+VAT

Name	Page	Name	Page
Ice Thinking Dice	5	Shape By Shape	17
Colour Code	5, 43, 48, 62	Bananagrams	21, 58
Rush Hour	6, 41, 60	Story Cubes (Original Set)	23
Ice Cubed	7	Perilous Penguins	25
'Mastermind' Brainmaster	7, 45, 58	Information Overload	37, 55
Thinktangles	9, 34	Tantrix Quest	41, 61
Times Table Snap	10	Ivan's Hinge	43, 63
Mobi	11	On The Line	48
Brainbox - Maths	12	Pandemonium	61
Maths Dice	13		

Family Home Packs Of Games For Dyslexic And Dyspraxic Children

After months of research, we are delighted to be able to present you with our 'home packs' of family games, which will help dyslexic and dyspraxic children to improve their skills at home, with their parents and siblings.



“I can personally highly recommend these home resource packs! At last, parents of dyslexic and dyspraxic children have a wonderful opportunity to help improve their children’s skills from home, in a fun and thoroughly enjoyable way that will involve the WHOLE family! These packs, together with the accompanying guide, are absolutely superb! ”

Laurel Freedman, Chartered Educational Psychologist

There are eight different packs of carefully selected games, recommended and used by dyslexia and dyspraxia specialists, that will provide parents with fun solutions for home to help improve a wide range of skills in children aged from 5 to 16, such as sequencing, visual perception, spatial awareness and hand/eye co-ordination. Every pack will be enjoyed by the WHOLE family - your children will be having so much fun, they won't even realise that they are improving their skills! All of the games are of the highest quality and are extremely durable.

The different packs that we have put together will provide you with age appropriate solutions for both dyspraxic and dyslexic children. Whilst the games have been aimed at these age groups, in almost every case they will be enjoyed by other members of the family and will give you some really effective family playing time.

These packs are also tremendous value - if you compare the prices of the individual games with those that appear in our main catalogue, you will see that they have been heavily discounted.

“As the parent of a dyspraxic child, these games have been a fantastic success for our family ... and we are ALL enjoying the games! The improvement in my son’s skills as a result of playing the games has been tangible. ”

Rachel Zeffert, Edgware, Middlesex

DYSLEXIA & DYSPRAXIA HOME PACKS

Here are eight packs of puzzles at greatly discounted prices which provide wonderful solutions for parents and siblings to play together and improve their skills in the process. All are easy to use, great fun and targeted to improve skills in specific areas.

Family Home Packs for Dyslexic Children aged under 8 years

Standard Pack **PACK PRICE**
£49.99+VAT

Order Code: 16PPKDYLSTNU

Name	Page
My First Bananagrams	21
Silly Story Laboratory	22
Story Cubes (Original Set)	23
WaxiDoodles	29
Hit The Hat!	35

Deluxe Pack **PACK PRICE**
£99.99+VAT

Order Code: 16PPKDYLXLXU

Name	Page
Rush Hour Junior	6
Shape By Shape	17
My First Banannagrams	21
Flip To Win Hangman	22
Silly Story Laboratory	22
Story Cubes (Original Set)	23
WaxiDoodles	29
Hit The Hat!	35
Information Overload	37, 59

Family Home Packs for Dyslexic Children aged 8 to 16 years

Standard Pack **PACK PRICE**
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Order Code: 16PPKDYLSTNO

Name	Page
Thinktangles	9
Bananagrams	21, 58
Silly Story Laboratory	22
Hit The Hat!	35
Catchy Cat	36

Deluxe Pack **PACK PRICE**
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Order Code: 16PPKDYLXLXO

Name	Page
Rush Hour	6, 60
Thinktangles	9
Bananagrams	21, 58
Silly Story Laboratory	22
Hit The Hat!	35
Catchy Cat	36
Information Overload	37, 59
Tantrix Quest	41, 61
Colour Code	5, 43, 48, 62

Family Home Packs for Dyspraxic Children aged under 8 years

Standard Pack **PACK PRICE**
£49.99+VAT

Order Code: 16PPKDYPSTNU

Name	Page
Shape By Shape	17
Timeshock	27, 47
Make 'N' Break	28
WaxiDoodles	29
Speedy Match	37

Deluxe Pack **PACK PRICE**
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Order Code: 16PPKDYPDLXU

Name	Page
Shape By Shape	17
Perilous Penguins	25
Magna Maze	26
Make 'N' Break	28
WaxiDoodles	29
Pull The String	30
Hit The Hat!	35
Speedy Match	37

Family Home Packs for Dyspraxic Children aged 8 to 16 years

Standard Pack **PACK PRICE**
£49.99+VAT

Order Code: 16PPKDYPSTNO

Name	Page
Grip Balls - Medium Football	4, 33
Shape By Shape	17
Timeshock	27, 47
WaxiDoodles	29
Hit The Hat!	35

Deluxe Pack **PACK PRICE**
£99.99+VAT

Order Code: 16PPKDYPDLXO

Name	Page
Grip Balls - Medium Football	4, 33
Rush Hour	6, 60
Shape By Shape	17
Perilous Penguins	25
Make 'N' Break	28
WaxiDoodles	29
Hit The Hat!	35
Pandemonium	47, 61



Gifted & Talented Resources

The term 'Gifted and Talented' is a relative one and of course it refers to the top performing students in an individual school. Therefore, a group of students falling into a Gifted and Talented group in one school, may not do so in another school and vice versa.

We have put together a range of resources which are largely 'self adjusting'. There are plenty of graded activities, meaning that each student will be able to discover their own starting point in terms of difficulty and develop their skills from there.

Similarly, we have included a number of one-player lateral thinking challenges, which will encourage students to use different types of thinking skills, explore different options and raise their own expectations of what they can achieve.

As with all our packs we will be happy to help you plan programmes using these resources and in so doing, allow your students to gain as much as possible from them.

Gifted & Talented Pack

Key Stages 1 & 2

Order Code: 16PPKGT12

PACK PRICE
£199.99+VAT

Name	Page
Laser Maze	6, 63
Circuit Maze	6
Rush Hour	6, 41, 60
Ice Cubed	7, 12, 63
'Mastermind' Brainmaster	7, 45, 58
Match Madness	9
Mobi	11
Traponium	11, 61
Equate	11, 60
Number Jumble	13
Information Overload	37, 59
Qwirkle	38, 59
Tantrix Quest	41, 61
Thought Exchange	49, 59

Gifted & Talented Pack

Key Stages 3 & 4

Order Code: 16PPKGT34

PACK PRICE
£199.99+VAT

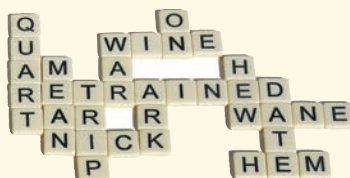
Name	Page
Laser Maze	6, 63
Circuit Maze	6
Ice Cubed	7, 12, 63
'Mastermind' Brainmaster	7, 45
Match Madness	9
Equate	11, 60
Equate Advanced Tiles	11, 60
Traponium	11, 61
Number Jumble	13
Go Fruit!	39, 62
Diamond Quest	41
Thought Exchange	49, 59
Yottsugo	60
AHA! Brainteaser Kit	<i>(view online)</i>

Bananagrams

Literacy Skills, Speed Of Thought

Using your tiles, the idea is to create your own individual crossword, which can constantly be rearranged as you and your opponent(s) add further tiles. You can swap tiles (with a penalty), but be the first player to use up all of your letters, once the complete set has been used, and you win that game. This is a fast-paced anagram challenge that will drive you bananas! Storage bag size approx. 23cm x 9.5cm

Ages: 7 to adult
Players: 2 to 8
Code: BNBAN £14.16

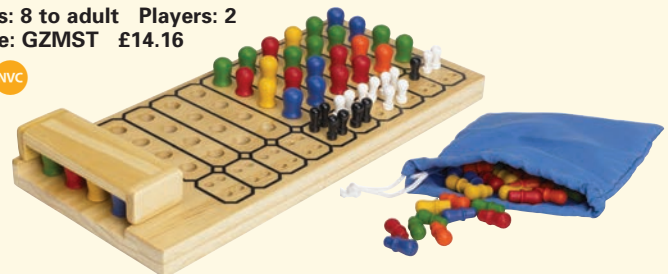


'Mastermind' Brainmaster

Lateral Thinking, Visual Perception, Logical Deduction

A stylish wooden version of the classic logical deduction game in which your opponent must guess the combination of coloured pegs in your hidden code. With each guess you can reveal how many pegs are correct and how many of those are in the correct position - but not which ones! Your opponent has 10 chances to crack the code! An absolute classic! Box size approx. 28cm x 13.5cm

Ages: 8 to adult **Players: 2**
Code: GZMST £14.16



Information Overload

Visual Perception, Observation Skills, Memory Skills, Concentration

A simple idea, ingeniously put together. Words, letters, numbers, shapes, colours and an assortment of random objects! How much information can you absorb in a few seconds? You can look at what's in front of you, but how much detail will you actually see... and how well can you remember what was there? If you can scan everything and commit it effectively to your memory, then you'll do very well playing Information Overload. You might need some practise though!

With eight categories to choose from, round by round, you'll be confronted by images, words and numbers. In just 30 seconds, you'll need to remember as much as you can and then answer questions based on what you've seen. Beware though, the questions are clever and can easily trip you up!

Box size approx. 25cm x 25cm

Ages: 6 to adult

Players: 2 to 4, or teams

Code: HPCINO £14.16



Soccerbrain

Thinking Skills, Visual Perception, Memory Skills, Lateral Thinking

An outstanding game designed to improve a variety of thinking skills. The game begins with a 'cup draw' of eight teams who round by round play the quarter finals, semi-finals and final. With five minutes per half, each player moves across the board, tackling various football-related thinking challenges as they go. There are four kinds of challenge - Memory, Visual Perception, Lateral Thinking and Conundrums. If you're lucky, you'll win a penalty and have the chance to 'score from the spot'. Great fun in a game that really will improve thinking skills!

Box size approx. 24cm x 24cm

Ages: 8 to adult Players: 2 to 8

Code: HPCSBR £16.66



Thought Exchange

Concentration, Strategic Planning, Memory Skills, Visual Perception, Lateral Thinking, Speed Of Thought, Sequencing, Code Breaking Skills, Logical Deduction

Thought Exchange is a superb game that will really challenge your thinking skills! The aim of the game is to be the first player to reach your destination solving the puzzles as you go.

Your playing piece will always be on a spot on one of the route 'lines' and each line has a category of thinking challenges associated with it. To win the game you will need to conquer the challenges on several different 'lines':

On The Sequence Line - Continue or complete the sequences based on the information in front of you!

On The Code Line - Crack the cryptic codes!

On The Process Line - Process the information at speed and then use it to make logical deductions!

On The Memory Line - Process the information... and then try and recall what you've heard!

On The Perception Line - Remember what you've seen and where you've seen it!

On The Lateral Line - Key your mind into the subject and name everything that you can associated with that subject!

You certainly do not need to be a genius to win the game.

Rather, the challenges will really require you to think at speed!

Box size approx. 25cm x 25cm

Ages: 8 to adult Players: 1 to 6

Code: HPCTEX £16.66



Qwirkle

Sequencing, Visual Perception, Strategic Planning, Concentration

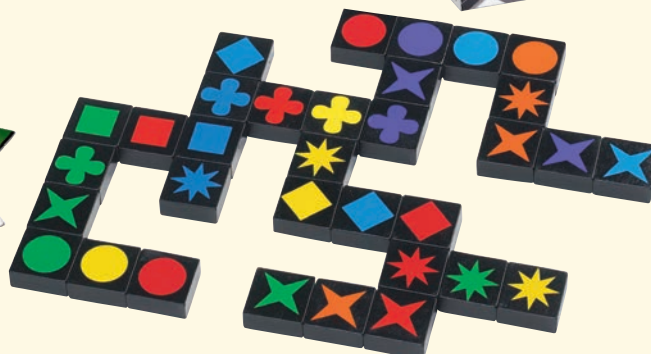
The game consists of 108 wooden blocks with six different shapes in six different colours. Using the blocks, the aim is to score the most points by building lines that share a common attribute - either colour or shape. You can create new lines, add to lines that have already been built and create lines that cross over with other lines. Think strategically in order to score the most points!

Box size approx. 27cm x 27cm.

Block size approx. 3cm x 3cm

Ages: 6 to adult Players: 2 to 4

Code: GGQWK £18.33



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Gifted & Talented



Yottsugo

Lateral Thinking, Logical Deduction, Visual Perception, Literacy Skills

Each puzzle begins with 16 high-quality letter tiles that need to be arranged into a 4 x 4 grid so that a real four-letter word appears on every horizontal line and every vertical line at the same time. For the easier puzzles, you are looking for four words which will read on both the vertical and horizontal lines, whilst the harder puzzles require you to find eight words – four horizontal words and at the same time four different vertical words. All of the words are common usage words. 55 letter tiles in total are included and each of the 40 graded puzzles comes presented in its own 'pouch' complete with clues.

Tube size approx. 20cm x 10.5cm.
Letter tiles approx. 4.4cm x 4.4cm

Ages: 10 to adult (our recommendation)

Players: 1 or more

Code: FBYTT £16.66



Equate

The Equation Thinking Game!

Numeracy Skills, Strategic Planning

A superb game that really will develop numeracy skills and is great fun for both children and adults. For the concept, think of the game as a sort of 'Scrabble™' with numbers, fractions and mathematical operations. The aim is for each player or team to use their nine tiles to make equations, placing them strategically on the board so that they are connected to previously placed equations. Fabulous and very effective! Box size approx. 26cm x 26cm

Equate

Ages: 8 to adult Players: 2 to 4

Code: GGEQU £20.83

Equate Junior Tile Set

An additional set of tiles to use with the main game, suitable for younger players. 176 tiles with more '0's and '1's than the main set, fractions with a denominator of 2 and a leaning towards easier mathematical operations.

Bag size approx. 15cm x 17cm

Ages: 8 to adult Players: 2 to 4

Code: GGEQUJUN £7.49

Equate Advanced Tiles

A set of 197 additional tiles to make the game more complex. Including integers, exponents, fractions etc.

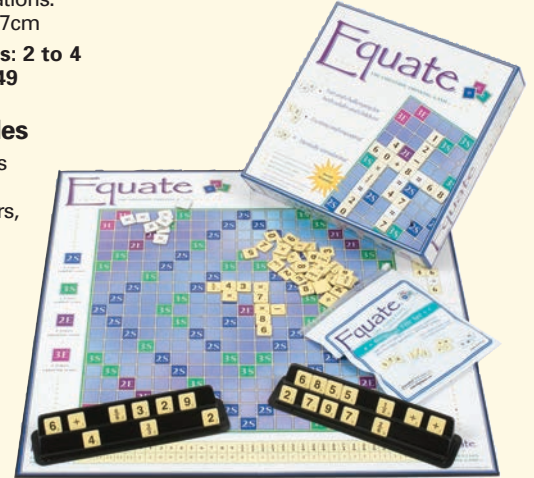
Bag size approx. 15cm x 17cm

Ages: 12 to adult

Players: 2 to 4

Code: GGEQADV

£7.49



Rush Hour

The Brilliant Sequencing Puzzle

Sequencing, Visual Perception, Concentration, Fine Motor Skills, Problem Solving

Each puzzle need take no more than a few minutes to complete, and conquering even the simplest of challenges will lead to a huge sense of achievement and a boost in confidence! You are stuck in traffic with four big trucks and eleven other cars. By moving the cars and lorries backwards and forwards, the aim is to manoeuvre your way out of the traffic jam. The jams get harder as you progress through the challenges. 40 puzzles divided into four levels of difficulty. Storage bag included. Board size approx. 15.5cm x 14cm

Ages: 8 to adult Players: 1 or 2

Code: BARH1 £14.16



NEW! On The Line

The Overlapping Shape Brainteaser

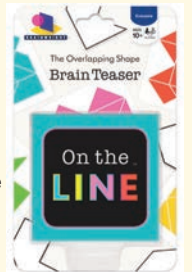
Visual Perception, Speed Of Thought, Lateral Thinking, Problem Solving, Spatial Awareness

Line up for this vexingly visual brainteaser. Arrange four transparent shapes to perfectly form one of 60 unique geometric patterns. However, all four shapes are identical, so you will have to work out how to overlap them so that they sit in precisely the right position. Enough pieces are included for two people to race, or you can play as a solo game.

Box size approx. 21cm x 13cm

Ages: 8 to adult (our recommendation) Players: 1 or 2

Code: CSOTLN £9.99



Pentago

Sequencing,
Visual Perception,
Strategic Planning

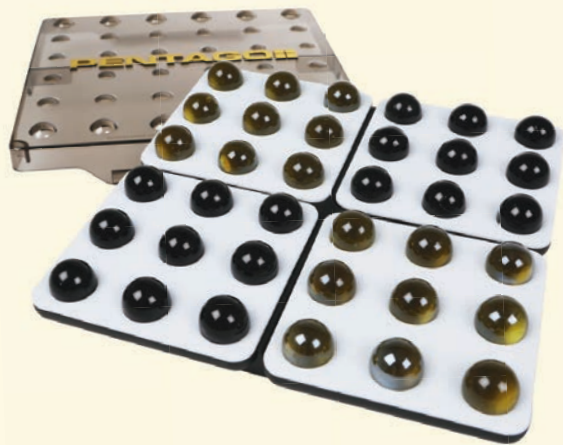
Create a line of five marbles of your colour. However, there is a brilliant twist - the four quarters of the board rotate and with each move, players not only add a marble, but also have to rotate a quarter of the game. The result is an ever changing board and a superbly strategic, challenging game!

Board size approx. 16.5cm x 16.5cm

Ages: 8 to adult Players: 2

Code: CSPNT £16.66

DYP DYL NVC TT



Pandemonium

Whatever You Do... Don't Panic!

Speed Of Thought, Visual Perception, Spatial Awareness,
Sequencing, Fine Motor Skills, Strategic Planning,

This fabulous game requires players to think at speed without dissolving into panic. It's about distinguishing between colours, shapes and orientations simultaneously. There are 60 graded challenges, each chosen randomly. Everyone can see the same image at the same time, and has exactly the same equipment with which to recreate the image first and win the round.

Both players or teams have six tiles, each with four shape holes and 24 shapes with which to fill the holes. Each tile can go either way up and there are numerous pieces that could fill each hole, but won't. And it's that easy- it's just shape sorting gone extreme! A thoroughly deserved award winner.

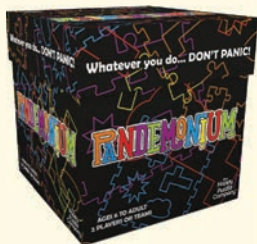
Box size approx. 13.5cm x 13.5cm

Ages: 6 to adult

Players: 2 or teams

Code: HPCPDM £16.66

DYP DYL NVC TRV CC G



Traponium

Eleven Numbers, Eight Jokers,
One Ingenious Game!

Numeracy Skills, Visual Perception,
Strategic Planning

By using just the numbers 1, 2, 4, 8, 16, 32 and 64 (the 'powers of 2'), it is possible, using addition and each number no more than once, to total any number between 1 and 127.

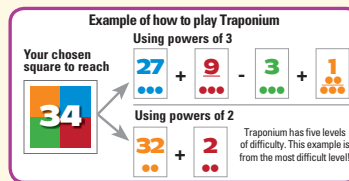
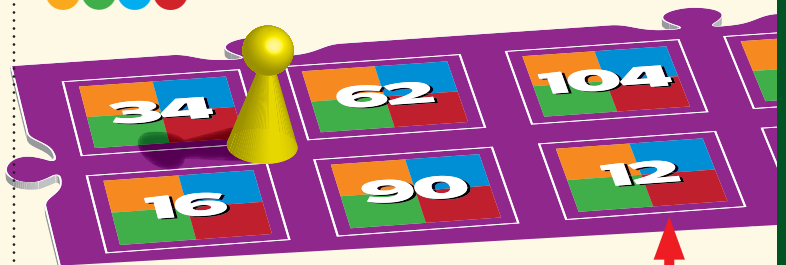
By using just the numbers 1, 3, 9, 27 and 81 (the 'powers of 3') it is possible by using addition and/or subtraction and each number no more than once, to total any number between 1 and 121. Roll the die to determine your number of moves. To move to a square, use some of the 12 randomly chosen number tiles on your rack to create an equation that equals the number on that square.. You can do this by either using numbers which are the 'powers of 2', OR the 'powers of 3', but you cannot mix them.

Think strategically and keep hold of your jokers until you really need them as they could win you the game. Roll 'sabotage' on the die and scupper an opponent's plans! The board changes randomly with each new game making Traponium an exceptional challenge. Outstanding.

Ages: 6 to adult Players: 2 to 4

Code: HPCTRP £16.66

NVC TT CC G



The full board, when built, includes every number from 1 to 127.



NEW! Tantrix Quest

Fine Motor Skills, Visual Perception,
Hand/Eye Co-ordination, Sequencing

The aim is to build connecting loops of the colour indicated on the tiles. Add an additional tile each time to make increasingly difficult challenges. This set contains 14 tiles in a storage bag, each with a unique design and with colour-coded numbers. 40 addictive puzzles are included, split into four unique types of activities for all ages and abilities. There are also Tantrix Challenge Cards which feature 24 Tantrix Challenge Puzzles. Almost endless fun!

Ages: 6 to adult Players: 1 or more

Code: PPTXQT

£10.83

DYP DYL NVC

TRV CC G

Piece colours may vary





Colour Code

Sequence The Tiles And Crack The Code!

Sequencing, Problem Solving, Concentration

Colour Code uses 18 bold, coloured shapes, each on a see-through tile. Pick a challenge, then stack a rack of tiles to recreate the exact composition presented by the challenge! However, you are not only working to sequence the shapes and colours, but you'll also need to work out which way round each tile goes! 100 multi-level challenges are included. Genius!
Box size approx. 24cm x 24cm

Ages: 5 to adult
Players: 1 or more
Code: LRCLC £15.83



Ice Cubed

Work Out Where To Position Each Cube And Solve The Puzzle

Problem Solving, Numeracy Skills, Logical Deduction

This ingenious set of 48 graded 3D challenges requires you to use logical deduction combined with maths to correctly position up to five colour-coded ice cubes in a tower.

To solve each puzzle, the numbers on the outer face of each side of the ice cubes must vertically add up to the totals shown at the foot of each of the four sides of the tower... all at the same time. It's straightforward enough until you start tackling puzzles without knowing which ice cubes you need to use. This brand new set of puzzles will slowly drive you mad with sub-zero frustration, but each time you succeed you'll want to push yourself that bit further! The concept is so clever and the puzzles incredibly addictive. Wonderful.

Box size approx. 30cm x 20cm

Ages: 7 to adult **Players: 1 or more**
Code: HPCCBD £12.49



NEW! Go Fruit!

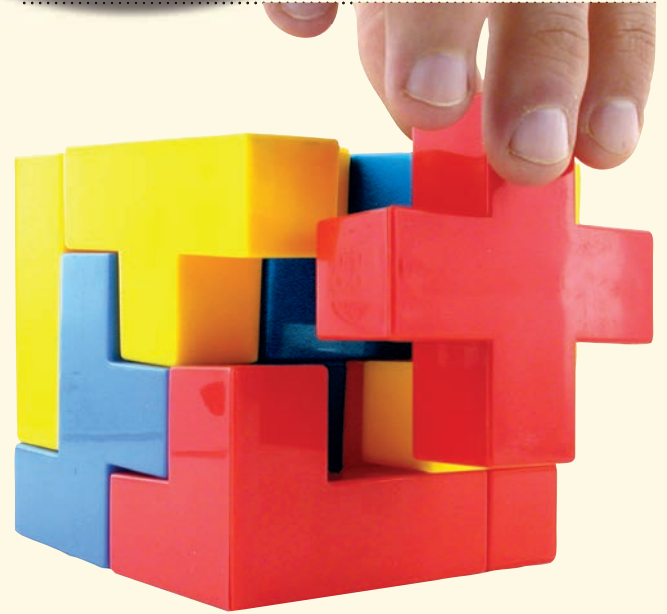
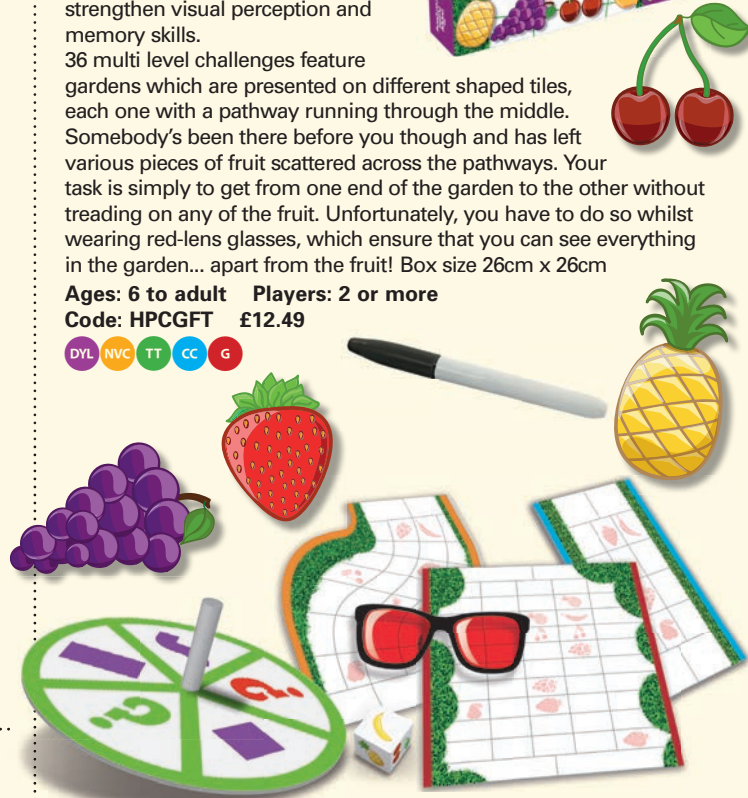
Cross The Pathways Without Turning Your Five-A-Day Into Smoothies!

Visual Perception, Memory Skills, Strategic Planning

This superb game will really strengthen visual perception and memory skills.

36 multi level challenges feature gardens which are presented on different shaped tiles, each one with a pathway running through the middle. Somebody's been there before you though and has left various pieces of fruit scattered across the pathways. Your task is simply to get from one end of the garden to the other without treading on any of the fruit. Unfortunately, you have to do so whilst wearing red-lens glasses, which ensure that you can see everything in the garden... apart from the fruit! Box size 26cm x 26cm

Ages: 6 to adult **Players: 2 or more**
Code: HPCGFT £12.49



The Bedlam Cube

Visual Perception, Lateral Thinking, Spatial Awareness

The idea is to fit 13 different geometric shapes into the shape of a cube in a clear box. The Bedlam Cube has 19,186 different solutions, but to find one is intriguingly challenging. This is a truly fabulous gift for anyone aged from 8 to 108 who loves puzzles ...it will drive you crazy, but it's worth every mind-boggling moment! Try the Bedlam Cube... then try it again and again!

Cube size approx 10cm x 10cm x 10cm

Ages: 8 to adult (our recommendation)
Players: 1 or 2 **Code: PPBDL £12.49**



Say What You See

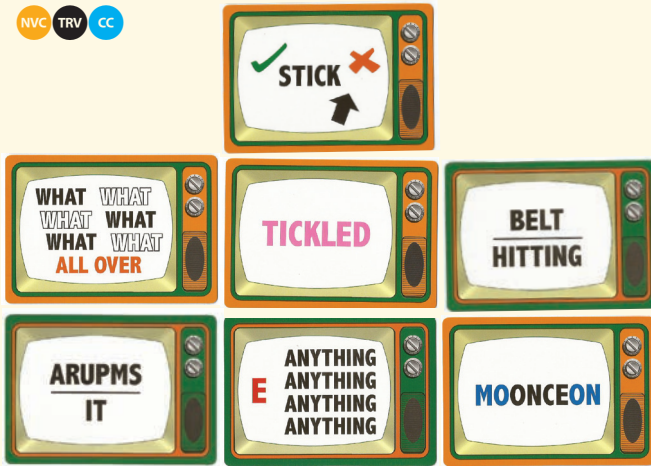
The Quick Fire Catchphrase Game

Lateral Thinking, Speed Of Thought

Are you a catchphrase king? In this game you will be presented with a series of puzzling pictograms, all of which have a catchphrase answer. The first player to correctly guess the catchphrase wins the card. So get your thinking caps on and say what you see to win the game! Includes 100 challenge cards.

Box size approx. 14cm x 17cm

Ages: 9 to adult (our recommendation) Players: 3 or more
Code: PLSWS £5.83



NEW! Coggy

Can You Shift The Pieces Into The Correct Spots?

Visual Perception, Strategic Planning, Spatial Awareness, Sequencing, Problem Solving

Get your mental gears spinning with this super 3D challenge. Coggy has 40 multi-level brainteasing puzzles. Bend, rotate and shape Coggy to match the chosen challenge card. Each gear can shift up to 255 degrees. One side of Coggy features full colour puzzles whilst the other side is in black and white to add a different dimension. The challenges are cunning because the blank spaces on the cards are likely to throw a cog into your mental gears! Coggy also doubles as a fabulous fidget toy.

Box size approx. 12.5cm x 16.5cm

Ages: 6 to adult Players: 1
Code: FBCGGY £10.83



Laser Maze

A Beam-Bending Logic Game

Sequencing, Visual Perception, Strategic Planning, Problem Solving, Spatial Awareness

60 multi-level puzzles, in which the aim is always to work out how to position the pieces so that when you shoot the laser beam it bounces off the designated mirrors and beam splitters, changing direction across the maze until it hits its target. This is not just a set of puzzles, it's real-life science! Absolutely awesome. Batteries included.

Box size approx. 27.5cm x 23.5cm

Ages: 8 to adult Players: 1 or 2
Code: BALMZ £24.99



Ivan's Hinge

Problem Solving, Fine Motor Skills, Visual Perception, Spatial Awareness

Ivan's Hinge is a hands-on contraption which twists and folds into different shapes. There are 16 triangular (tetromino) sections joined together by hinges and 56 two-dimensional images which you need to recreate.

Box size approx. 13cm x 17.5cm

Ages: 8 to adult Players: 1
Code: FBIVH £9.99



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