

Parents' Support

Fish and Count

KA10625

Diameter: 20cm x 5cm(H)

Rod: 17cm x 3cm



What is *K's Kids*® Parents' Support Center ?

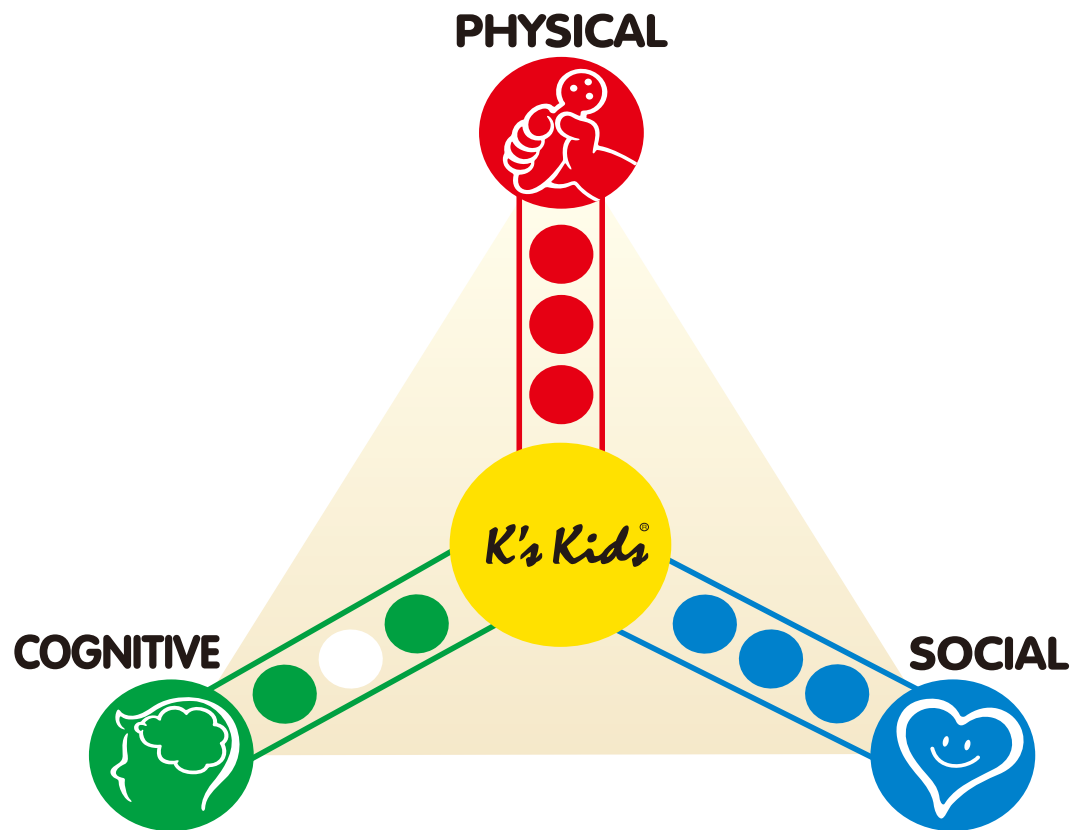
The value of a toy is not only reflected in how fun it is, but the balance of fun and education. As a child grows up, he is continually learning. A top quality toy is one which integrates educational elements with fun elements, so that the child can learn and play at the same time.

Every K's Kids product is designed based on a child's specific learning needs. This support center is here to provide comprehensive after-sales support to parents who have purchased K's Kids products. It is also here to help parents to take full advantage of the educational elements of the products. By buying a K's Kids product, parents have at the same time purchased an individually and carefully designed learning system.

The K's Kids Parents' Support Center provides guidelines on how kids can make use of the toy to have fun and learn at the same time. These guidelines are based on children's age and developmental stages.

Bring a K's Kids toy home today...and begin your journey of fun learning!

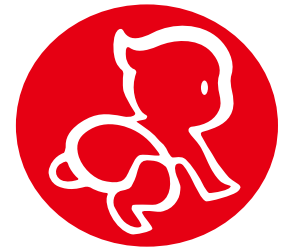
K's Kids Learning Triangle®



Sensory



Fine Motor



Gross Motor



Logical



Creative



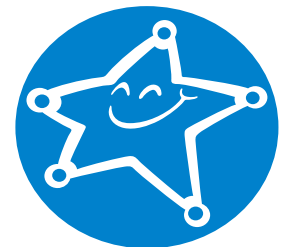
Linguistic



Emotional



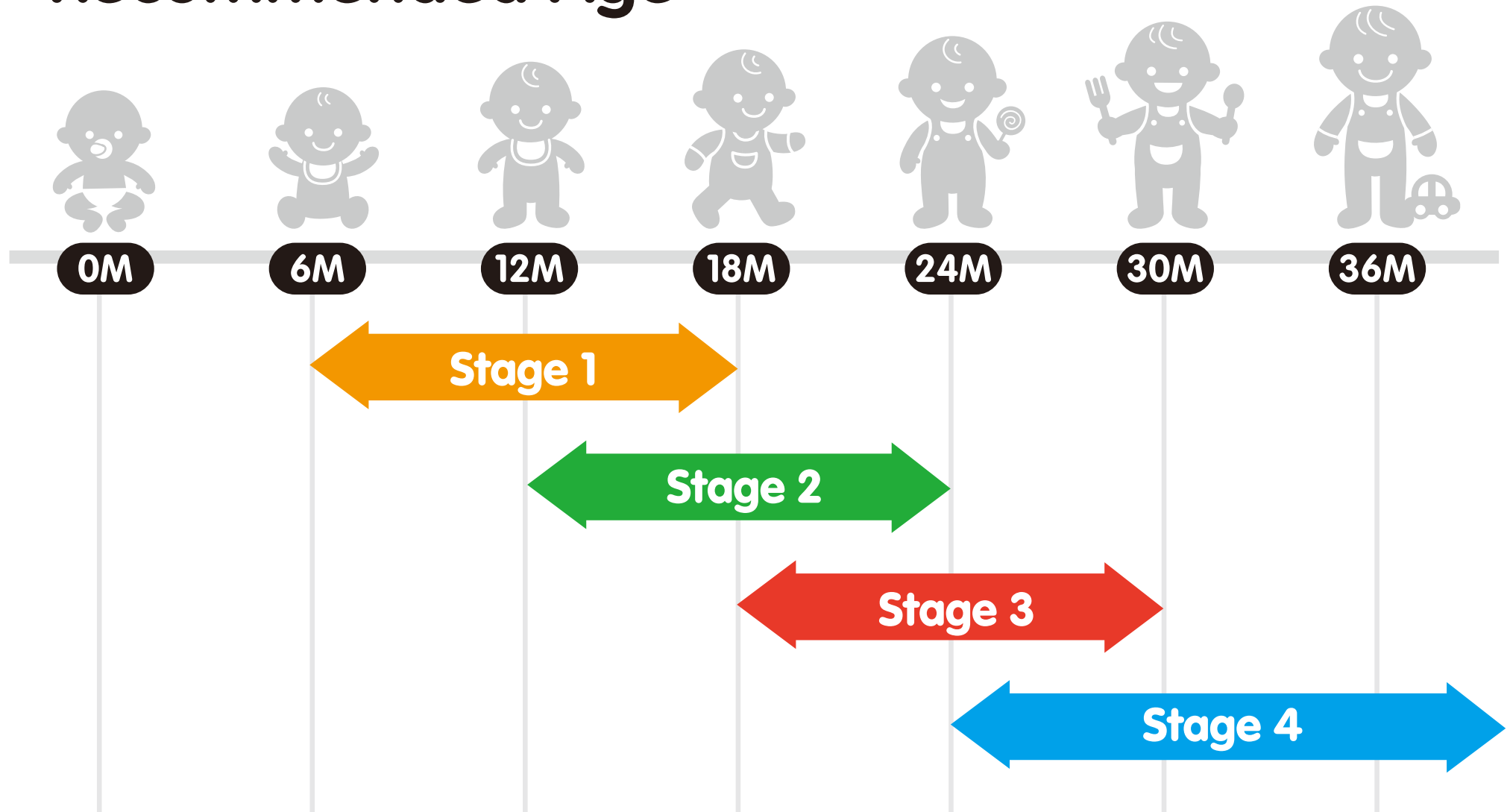
Communication



Self-Esteem

Fish and Count

Recommended Age

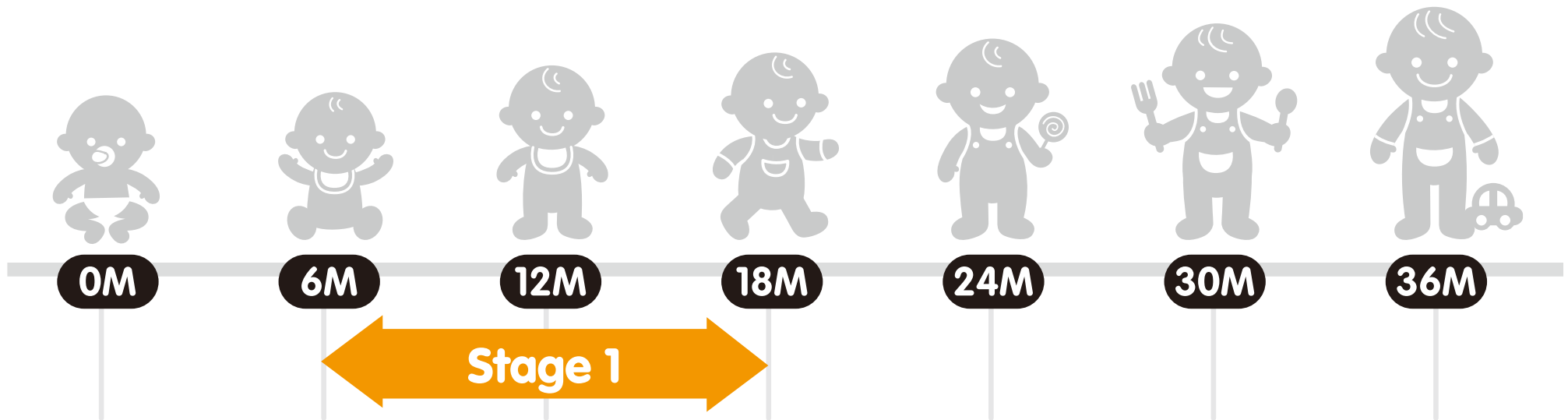


These are recommendations made under normal circumstances. Parents can determine which activities are most suitable depending on the progress of individual child.

Fish and Count

Stage 1

(6 -18M)



Fish and Count

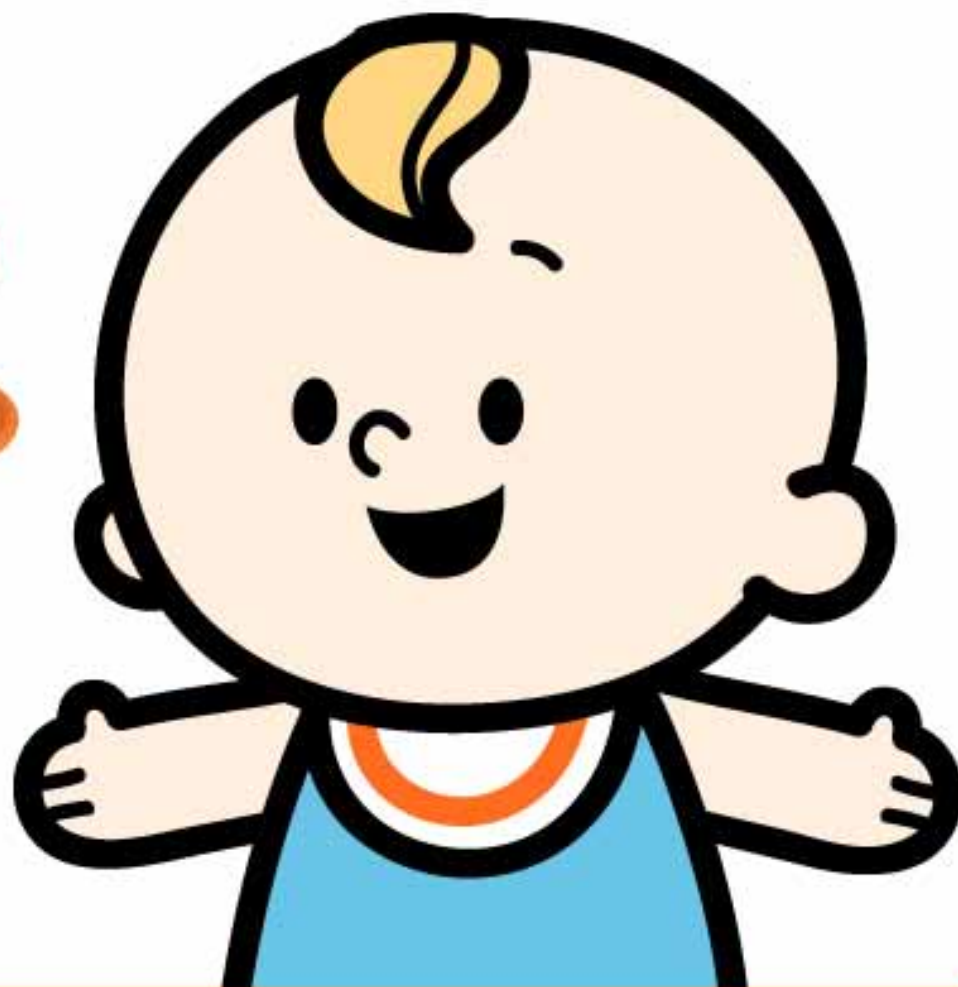
Activity 1.1



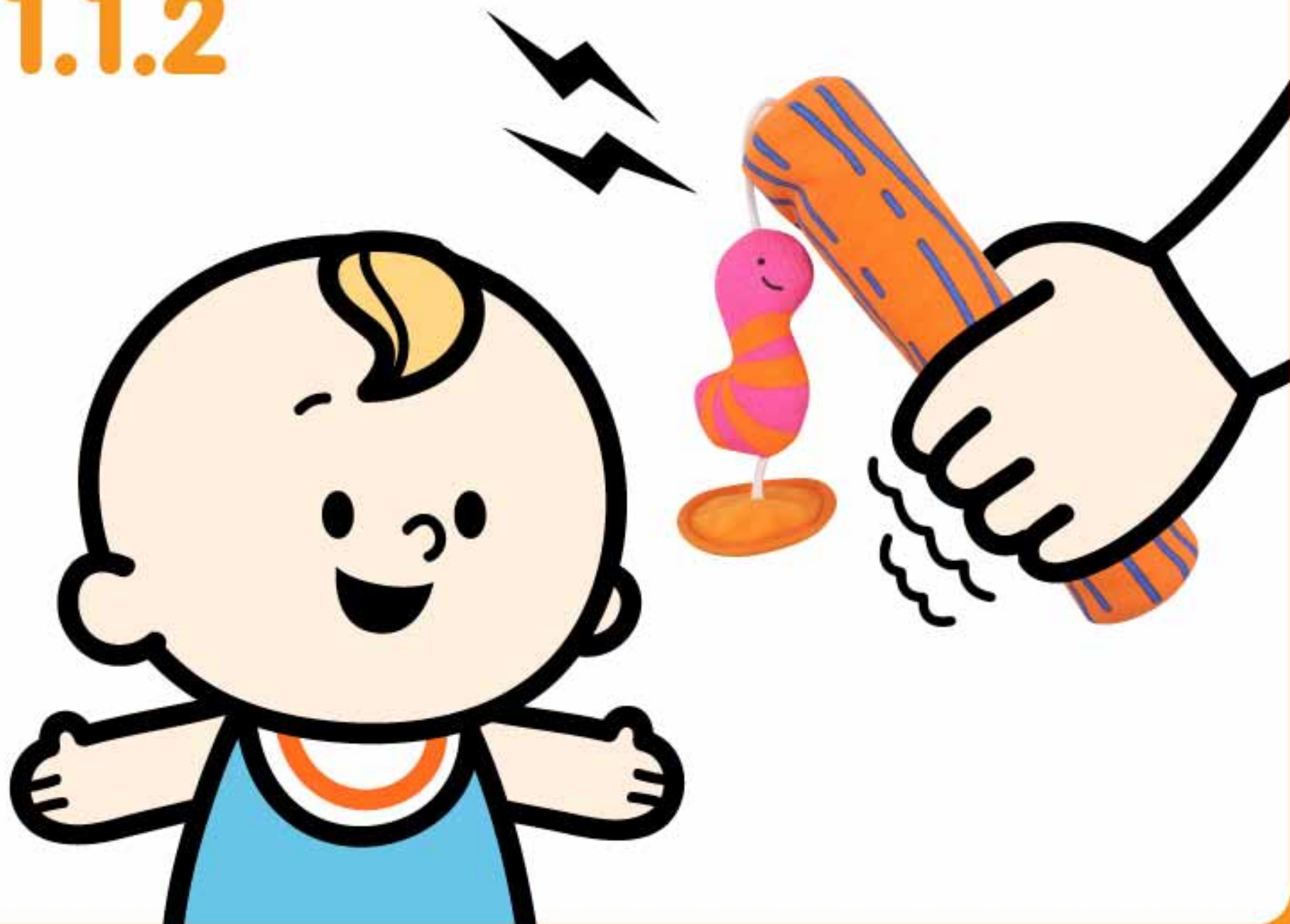
Objective: Listening experience

Method: Squeeze the fishing rod to make squeaking sounds and to attract your child's attention. Move the sounds around and observe if your child's gaze follows the sounds. This trains her listening skills and attention.

1.1.1



1.1.2



Fish and Count

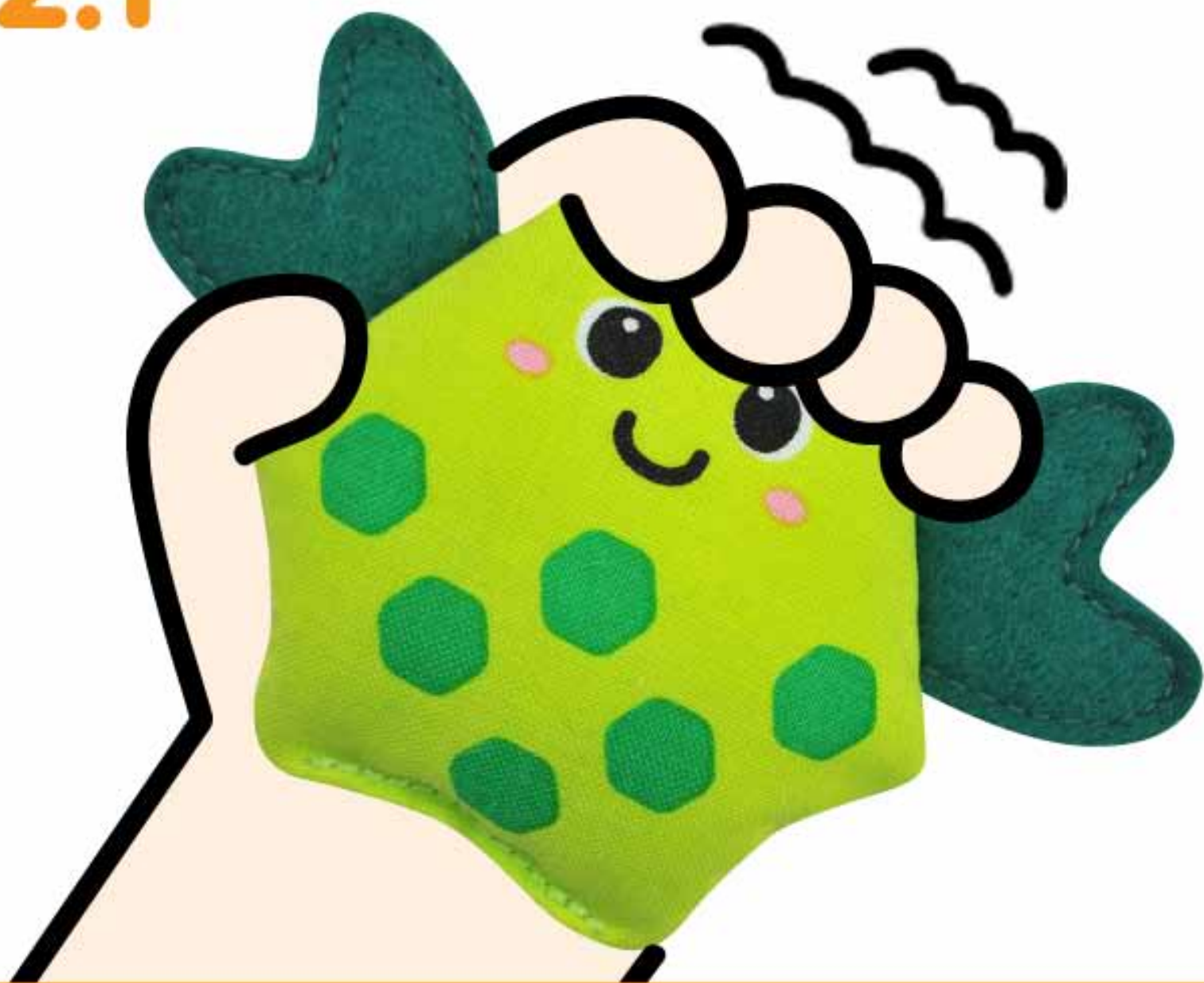
Activity 1.2



Objective: Grasping fine motor skills training

Method: Encourage children to grasp the sea creatures of different sizes (with both their right and left hands). Children can also squeeze the fishing rod to train their fine motor skills.

1.2.1



1.2.2



1.2.3



1.2.4



Fish and Count

Activity 1.3



Objective: Sense stimulation

Method: Fish and Count is made from different materials like plastic, felt and cotton fabrics. Encourage your child to touch and feel the hard, soft, smooth and coarse textures.

1.3.1



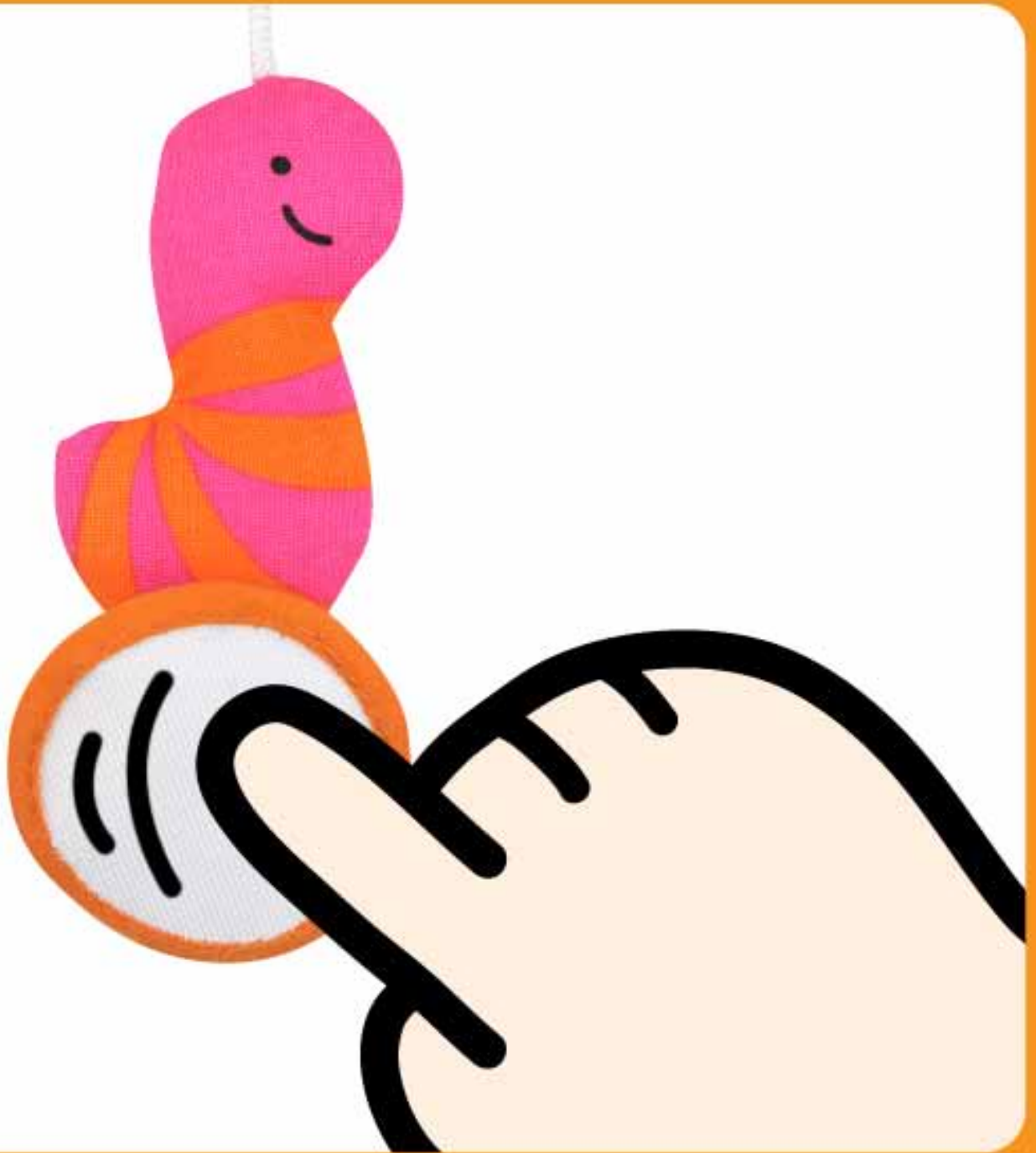
1.3.2



1.3.3



1.3.4



1.3.5



1.3.6



Fish and Count

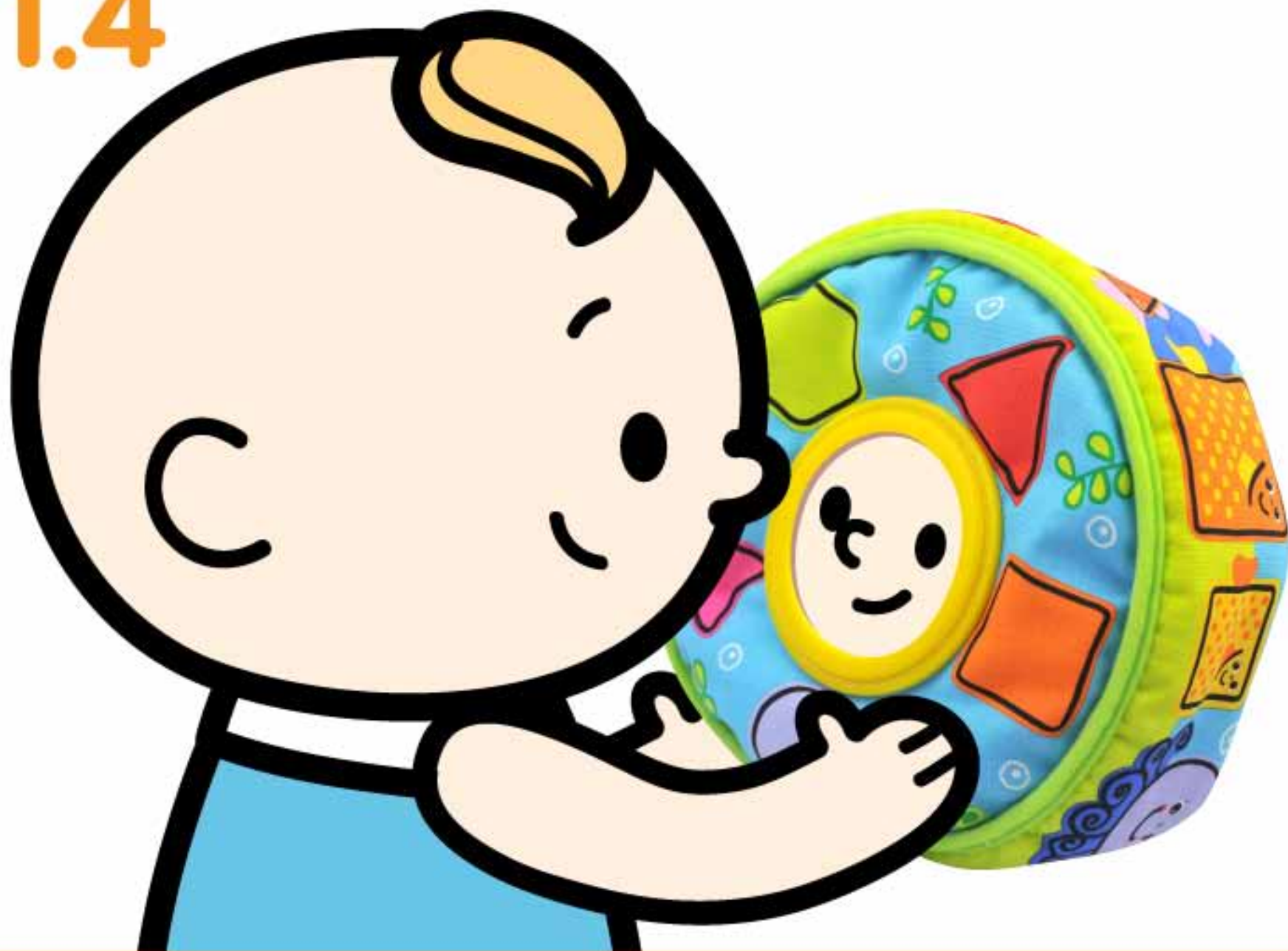
Activity 1.4



Objective: Developing self awareness

Method: encourage your child to observe and recognize her own image in the mirror. This builds up her self image.

1.4



1.4



Fish and Count

Activity 1.5



Objective: Learning the names of animals

Method: Use the soft fabric animals to teach children animals such as starfish, octopus, crab, fish and worm.

1.5.1



fish

1.5.2



starfish

1.5.3



octopus

1.5.4



crab

1.5.5



worm

Fish and Count

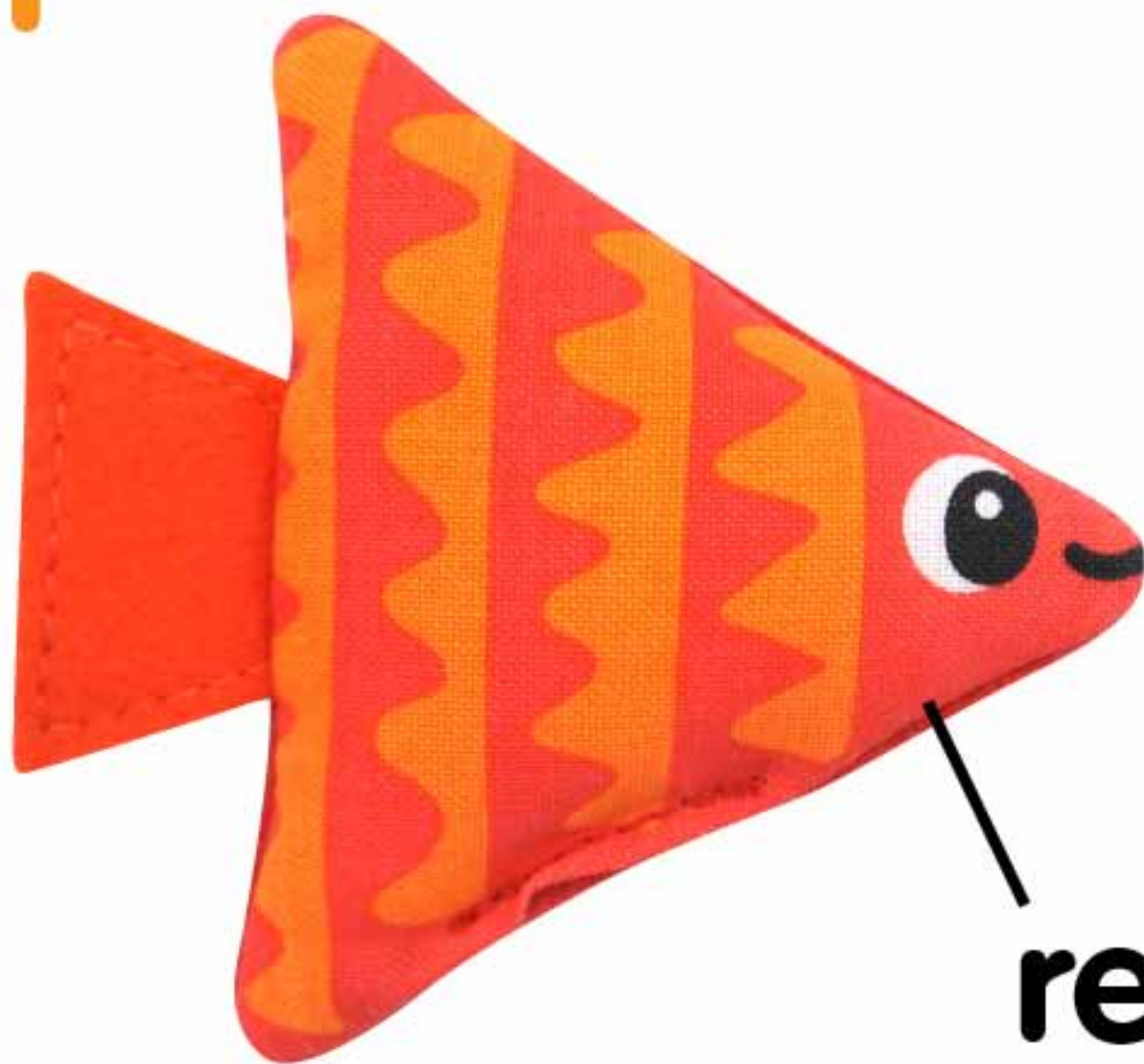
Activity 1.6



Objective: Learning colors

Method: Teach children to recognize colors using the colorful sea creatures.

1.6.1



red

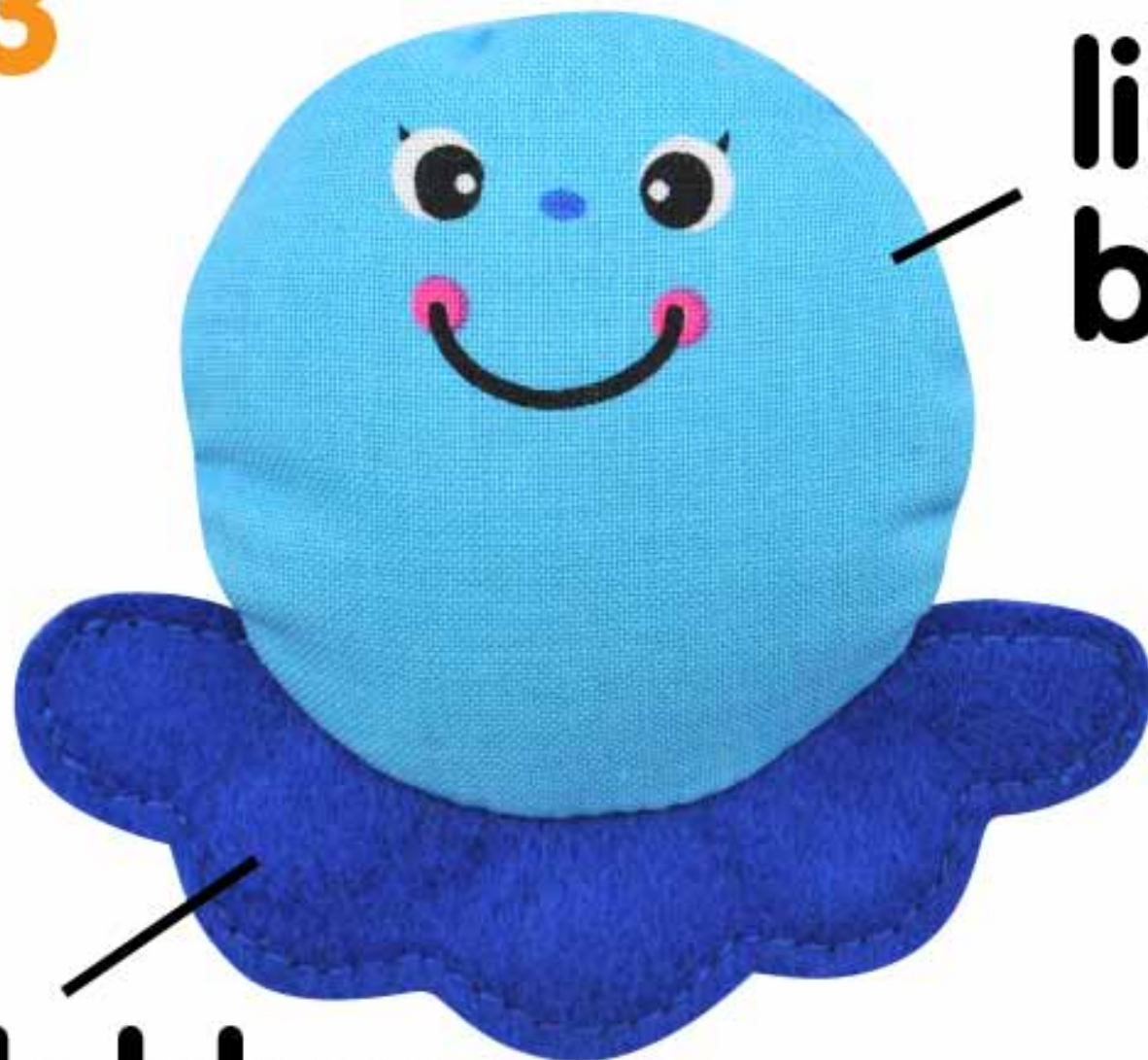
1.6.2



orange

yellow

1.6.3



light
blue

dark blue

1.6.4



**light
green**

**dark
green**

1.6.5



**dark
pink**

1.6.6



light
pink

Fish and Count

Activity 1.7



Objective: Learning shapes

Method: Teach children to identify shapes using the shaped sea creatures.

1.7.1

circle



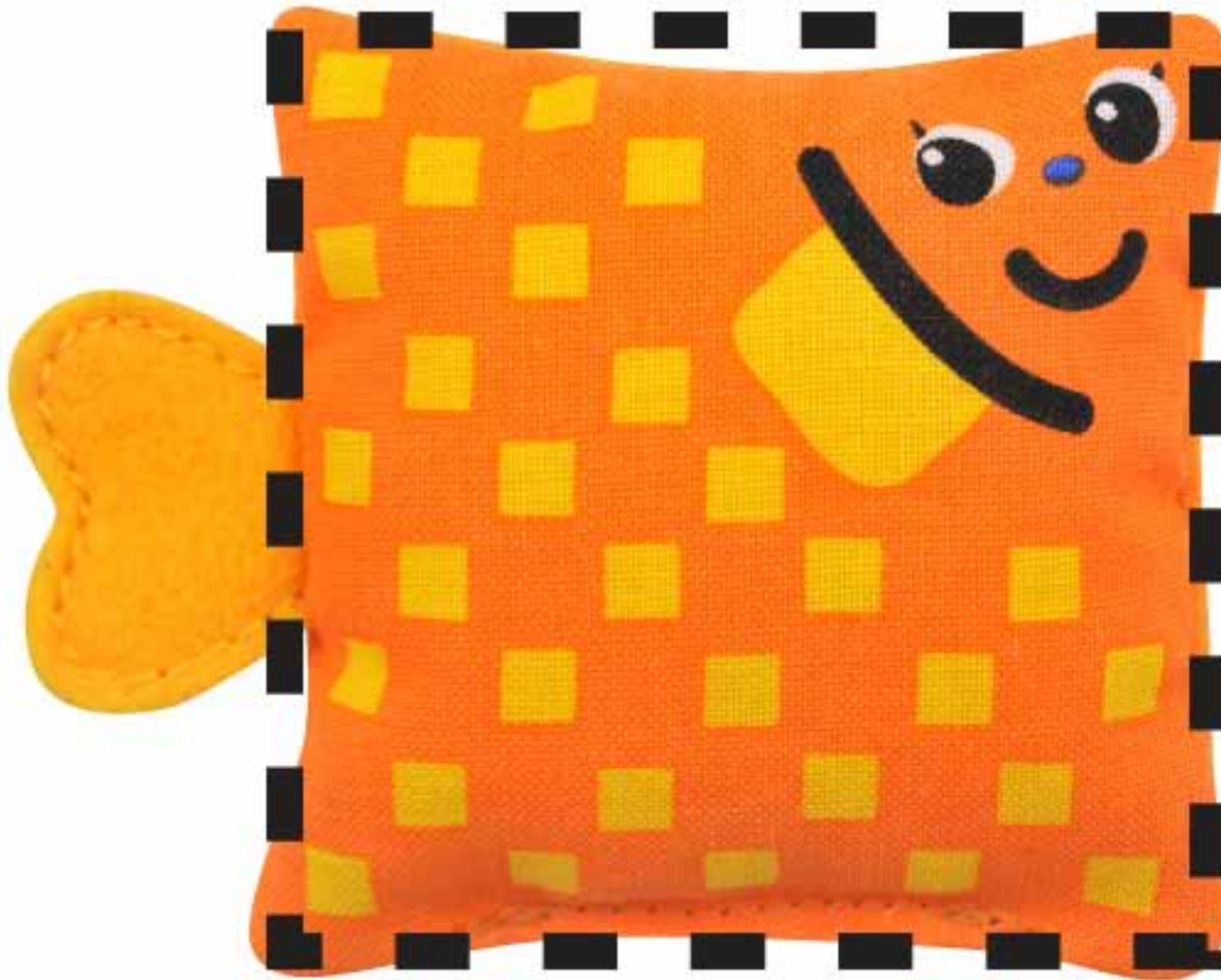
1.7.2

star



1.7.3

square



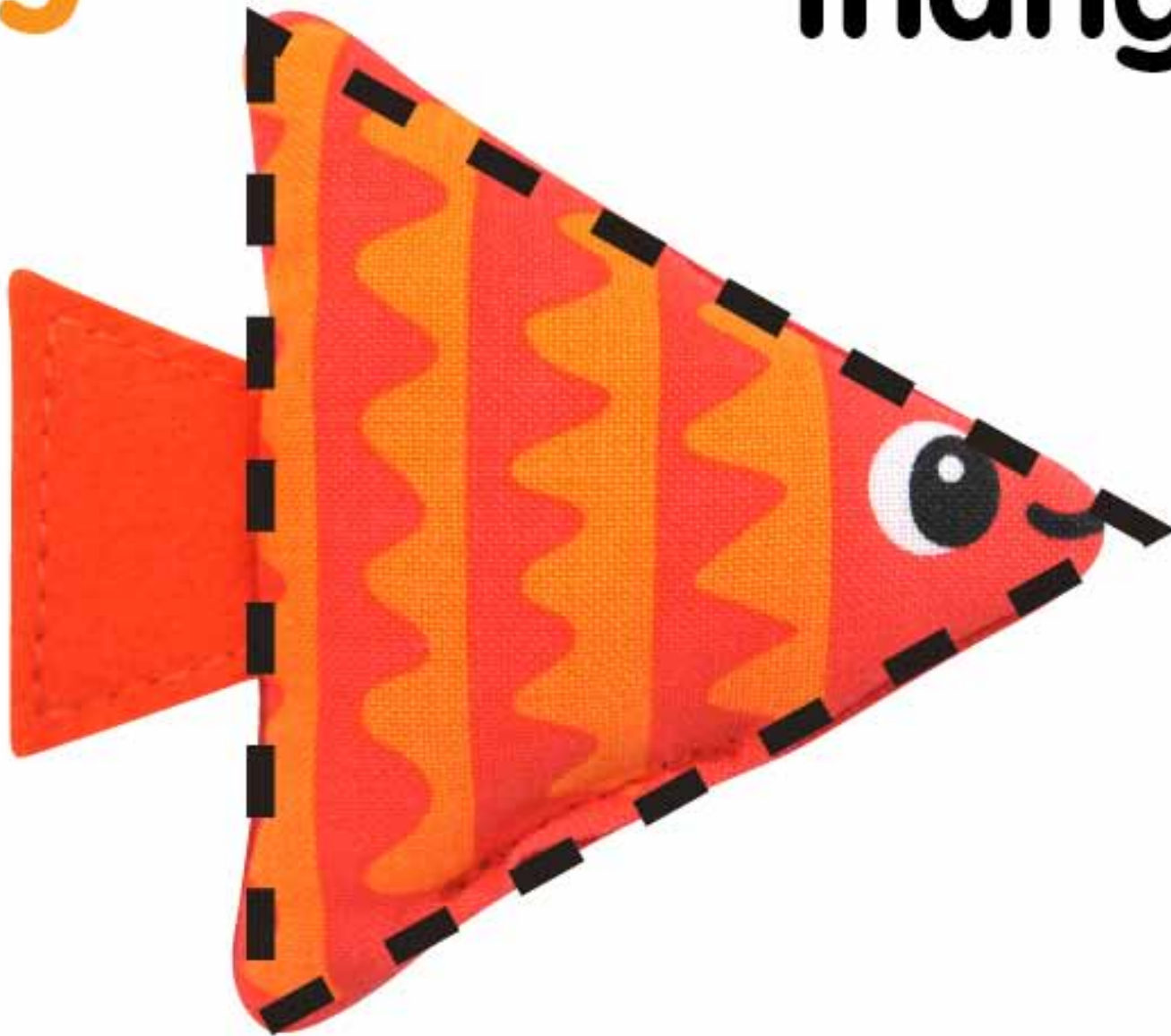
1.7.4

hexagon



1.7.5

triangle



Fish and Count

Activity 1.8



Objective: Learning numbers

Method: Teach children to identify the numbers 1-10 using the numbered sea creatures.

1.8



Fish and Count

Activity 1.9



Objective: Learning about size

Method: Teach children the concepts of “big” and “small” using the big and small sea creatures.

1.9



big

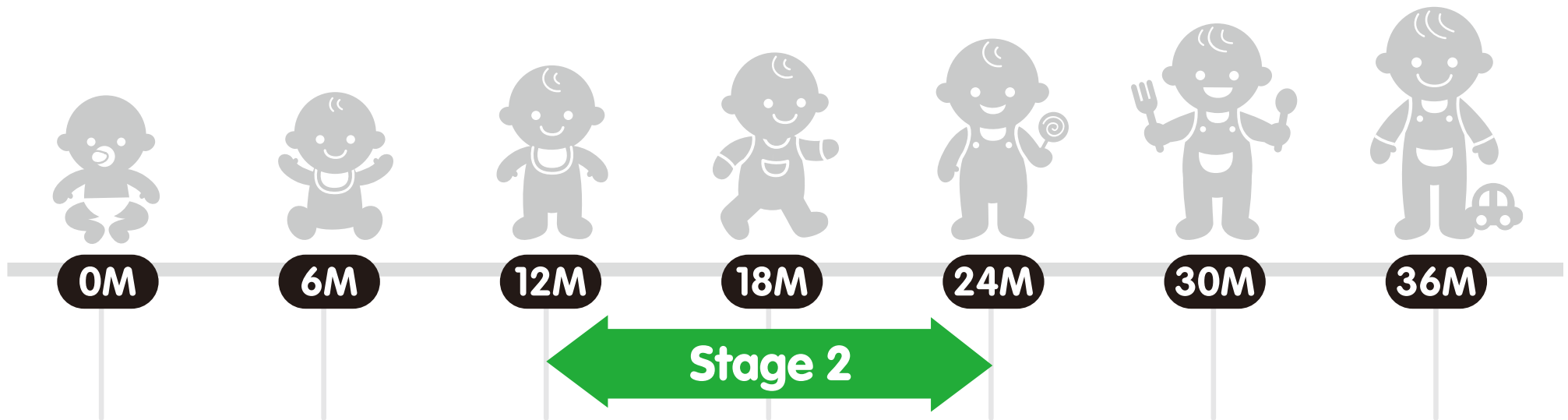


small

Fish and Count

Stage 2

(12 - 24M)



Fish and Count

Activity 2.1



Objective: Shape matching 1

Method: There are 10 sea creatures of 5 different shapes. For each shape, there is one big and one small one. Encourage your child to match the same shaped ones, separating the sea creatures into 5 groups.

2.1.1



2.1.2



2.1.3



2.1.4



2.1.5



Fish and Count

Activity 2.2



Objective: Shape matching 2

Method: The shaped outline of the sea creatures are printed on the mirror side of the aquarium. Encourage your child to match the soft sea creature to the correct shape.

2.2



Fish and Count

Activity 2.3



Objective: Counting and matching

Method: On the dark blue side of the aquarium, there are a number of sea creatures printed in each shape. Encourage your child to count the sea creatures in each shape, then match it with the correct number embroidered on the soft fabric sea creatures.

2.3



Fish and Count

Activity 2.4



Objective: Flipping fine motor skills training

Method: There is printing on both sides of the aquarium. Children can practice flipping it both ways. This trains their fine motor skills to prepare them for dressing themselves.

2.4



2.4



2.4



2.4



2.4



2.4



2.4



Fish and Count

Activity 2.5



Objective: Learning to count to 100

Method: Encourage your child to count the 100 little fish on the side of the aquarium.

2.5

1-100

child



Fish and Count

Activity 2.6



Objective: Learning colors

Method: Teach children colors using the colorful blocks.

2.6.1

parent



2.6.2

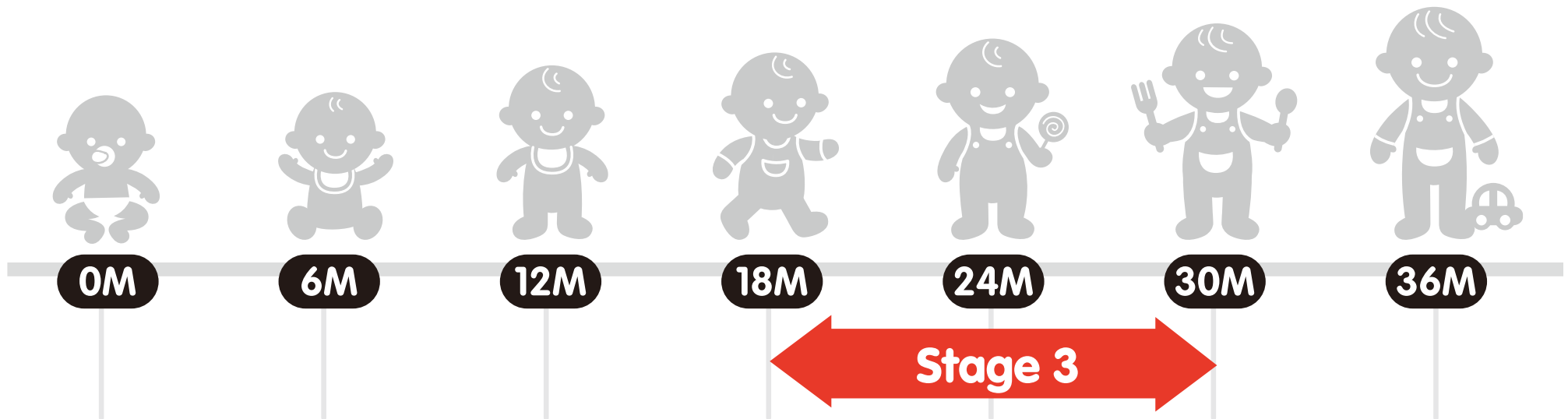
child



Fish and Count

Stage 3

(18 - 30M)



Fish and Count

Activity 3.1



Objective: Odd and even numbers

Method: Teach children about odd and even numbers using the 100 little fish printed on the outside of the aquarium. All the pink fish are odd numbers and the orange fish are even numbers.

3.1

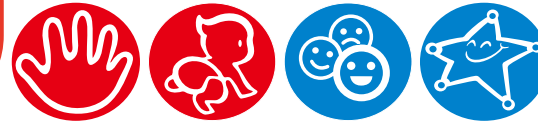
odd number



even number

Fish and Count

Activity 3.2



Objective: Fishing game – balance training

Method: Place all the sea creatures in the aquarium and use the fishing rod to fish them out. This trains children's balance.

3.2



child

Fish and Count

Activity 3.3



Objective: Fishing game – learning colors

Method: Place all the sea creatures in the aquarium. Call out a color and encourage your child to fish for a sea creature of that color.

3.3.1

parent



3.3.2



Fish and Count

Activity 3.4



Objective: Fishing game – learning shapes

Method: Place all the sea creatures in the aquarium. Call out a shape and encourage your child to fish for a sea creature of that shape.

3.4.1

parent



3.4.2



child

Fish and Count

Activity 3.5

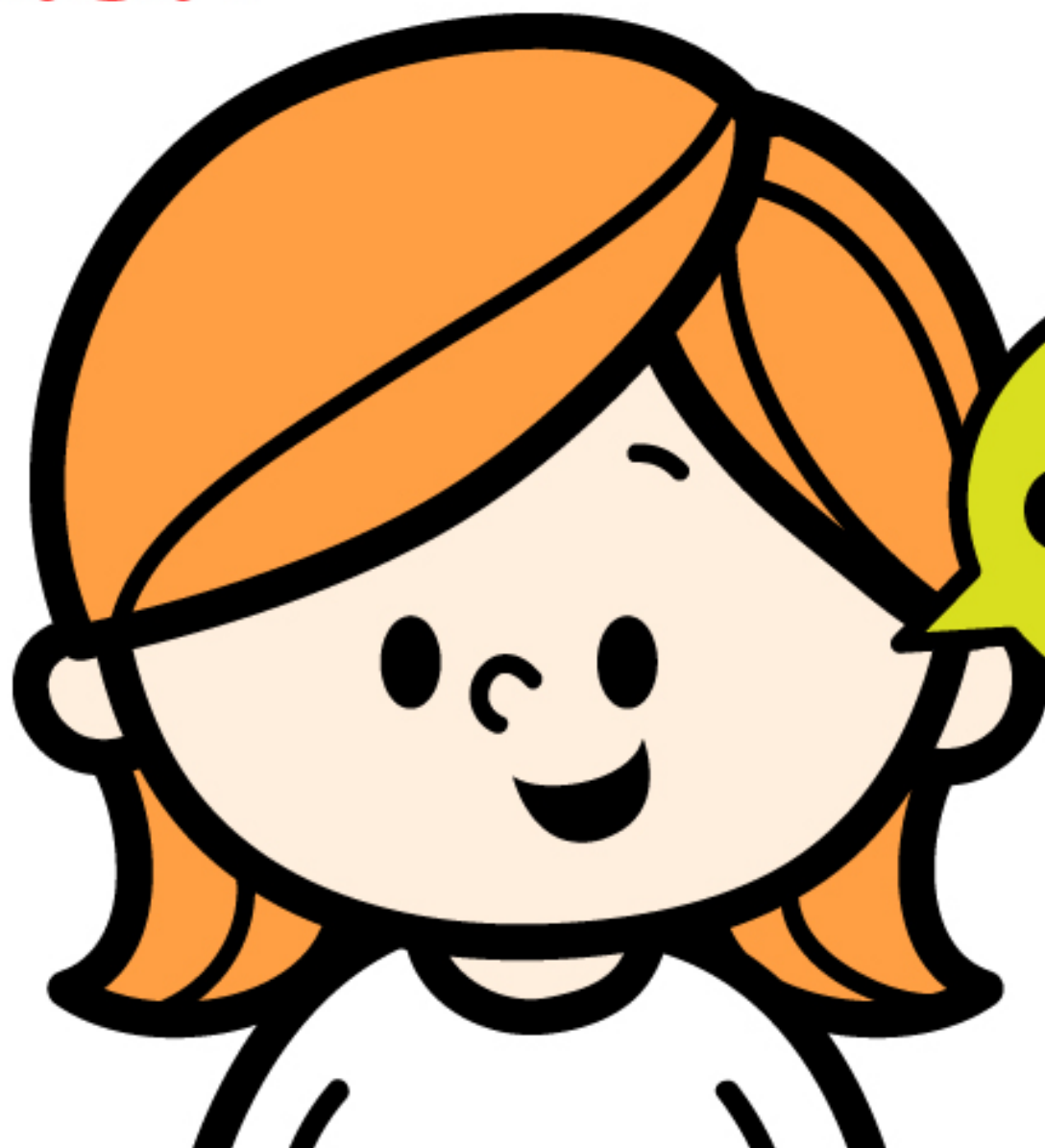


Objective: Fishing game – learning names of sea creatures

Method: Place all the sea creatures in the aquarium. Call out the names of sea creatures and encourage your child to fish for those specific ones.

3.5.1

parent



octopus

3.5.2



child

Fish and Count

Activity 3.6



Objective: Fishing – counting from 1 to 10

Method: Place all the sea creatures in the aquarium. Encourage your child to fish for the sea creatures from 1 to 10 in the correct order.

3.6



child

3.6



child

3.6



child

3.6



child

3.6



3.6



child

3.6



child

3.6



child

3.6



child

3.6

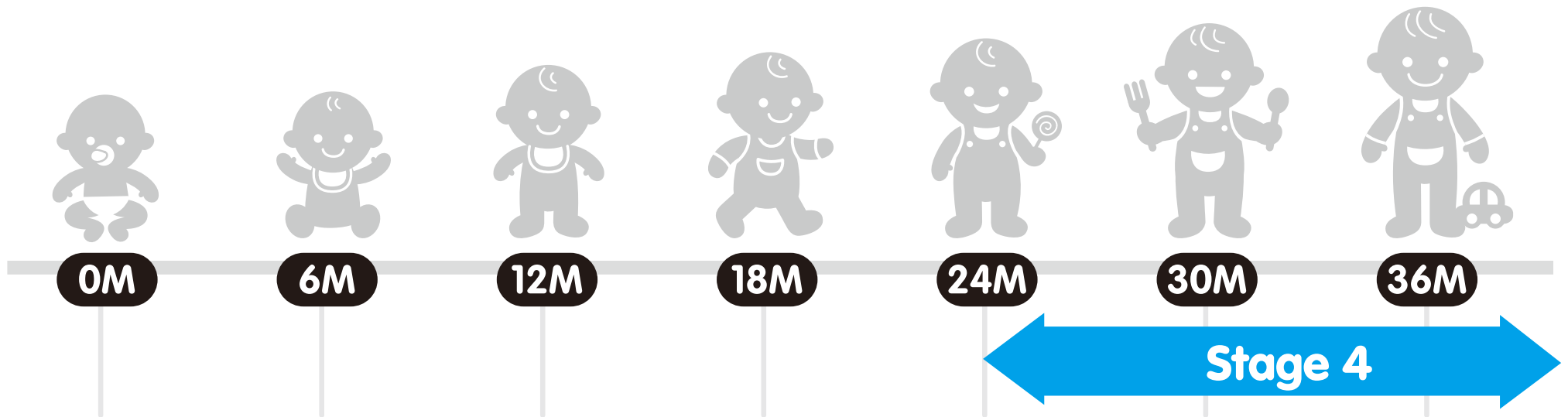


child

Fish and Count

Stage 4

(24 - 36M+)



Fish and Count

Activity 4.1

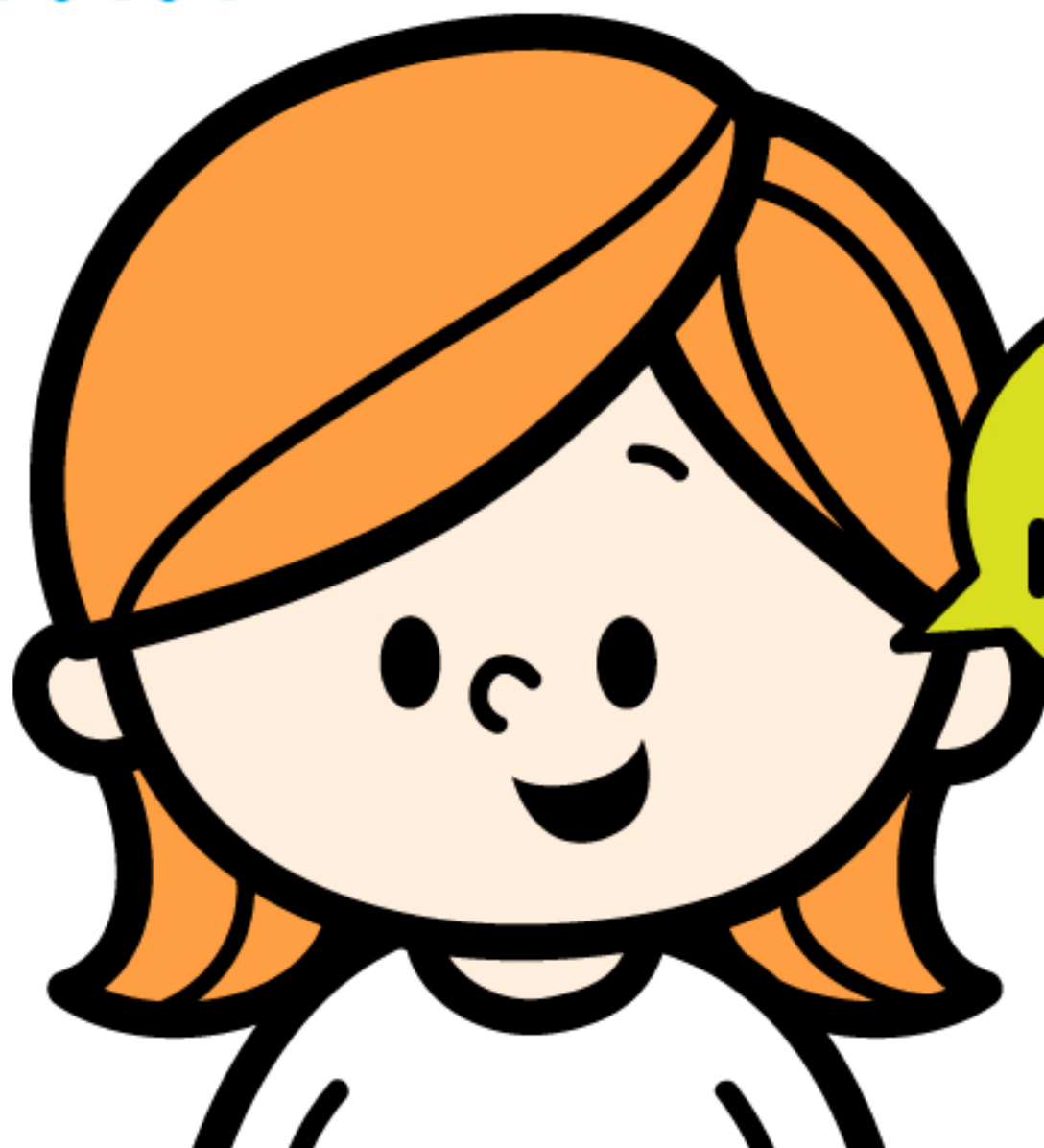


Objective: Fishing game – odd and even numbers

Method: Place all the sea creatures in the aquarium. Call out “odd” or “even” and encourage your child to fish for a sea creature with an odd or even number on it.

4.1.1

parent



odd
number

4.1.2



child

Fish and Count

Activity 4.2



Objective: Fishing game – addition 1

Method: Encourage your child to fish sea creatures out from the aquarium. Ask her to add up the numbers on the back of the creatures, and then point to the correct number answer on the side of the aquarium. Your child can start with adding two numbers, then continue up to 5 or 6 to increase the difficulty.

4.2.1



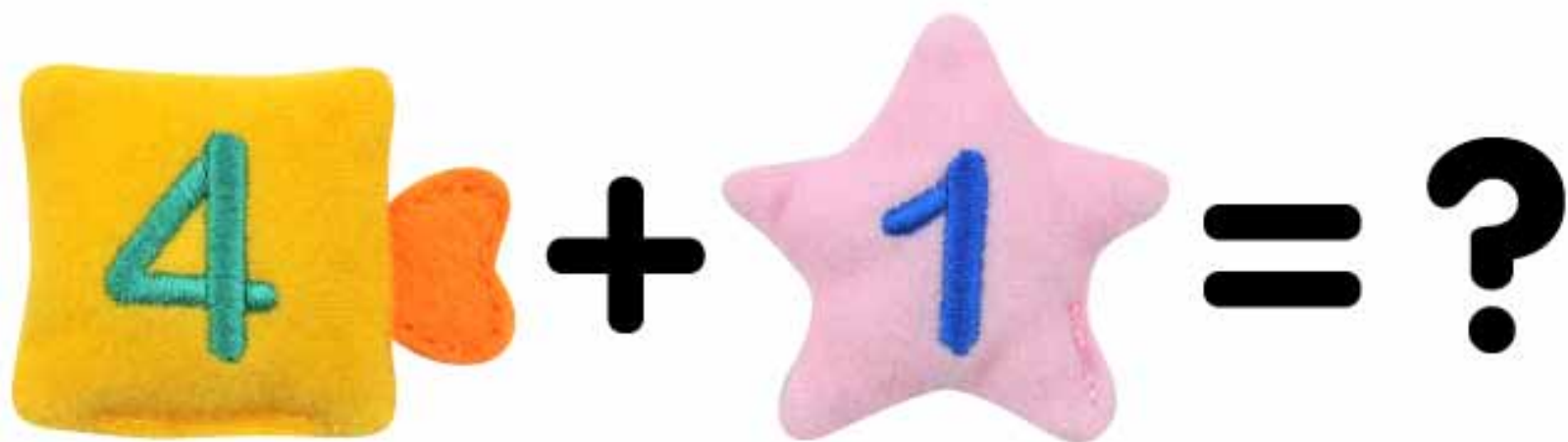
child

4.2.2



child

4.2.3



A visual math problem presented using felt shapes. On the left, there is a yellow square with the number '4' embroidered in green. To its right is a small orange heart. This is followed by a black plus sign '+'. To the right of the plus sign is a pink star with the number '1' embroidered in blue. This is followed by a black equals sign '=', and finally a large black question mark '?'.

$$4 + 1 = ?$$

4.2.4



child

Fish and Count

Activity 4.3



Objective: Fishing game – addition 2

Method: Place all the sea creatures in the aquarium with the numbers facing up. Ask your child simple addition problems like: What is $3 + 4$? Which two fish add up to 10? Which three fish add up to 12? Then encourage your child to fish the answers out.

4.3.1

parent



$$3+4=?$$

4.3.2



child

4.3.3

$$3 + 4 =$$



Fish and Count

Activity 4.4



Objective: Fishing game – learning the order of numbers

Method: Place all the sea creatures in the aquarium with the numbers facing up. Ask your child simple problems like: What number comes after 4? What number comes before 8? Which numbers are between 2 and 5? Then encourage your child to fish the answers out.

4.4.1

parent



What number
comes after 4?

4.4.2



child

Fish and Count

Activity 4.5



Objective: Fishing game – for points

Method: If you have two players, you can take turns fishing. Children can play against children or against adults. At the end, flip your fish over to see how many points you get for each fish. Add up the points to see who wins.

4.5.1



4.5.1

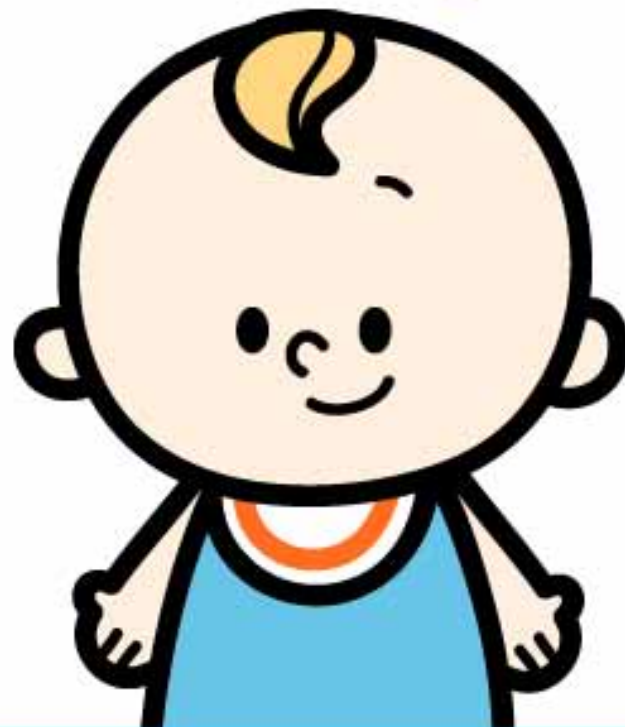


4.5.2

22



19



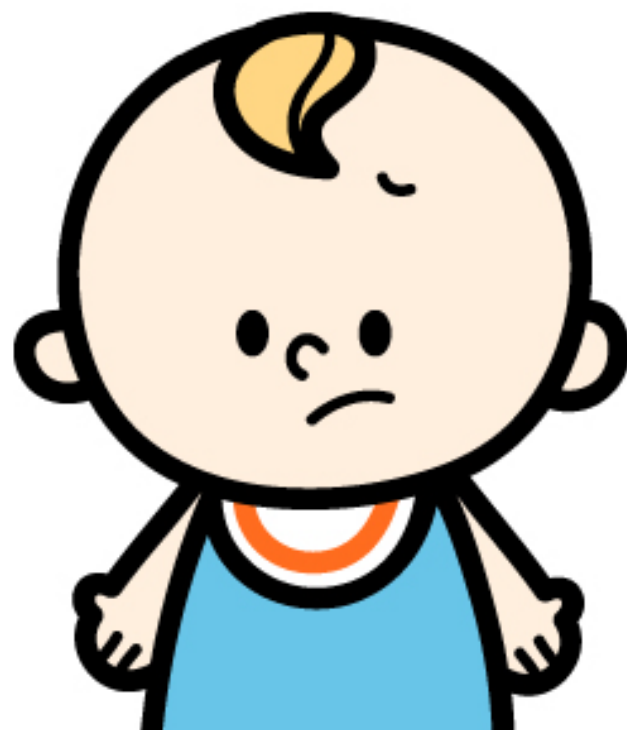
4.5.3



Win

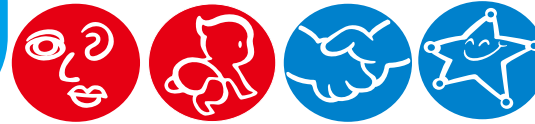


Lose



Fish and Count

Activity 4.6



Objective: Recognizing shapes by touch

Method: Place all the sea creatures under the aquarium. Name a sea creature or shape. Then encourage your child to put her hand under the aquarium to find the creature by touch only.

4.6.1

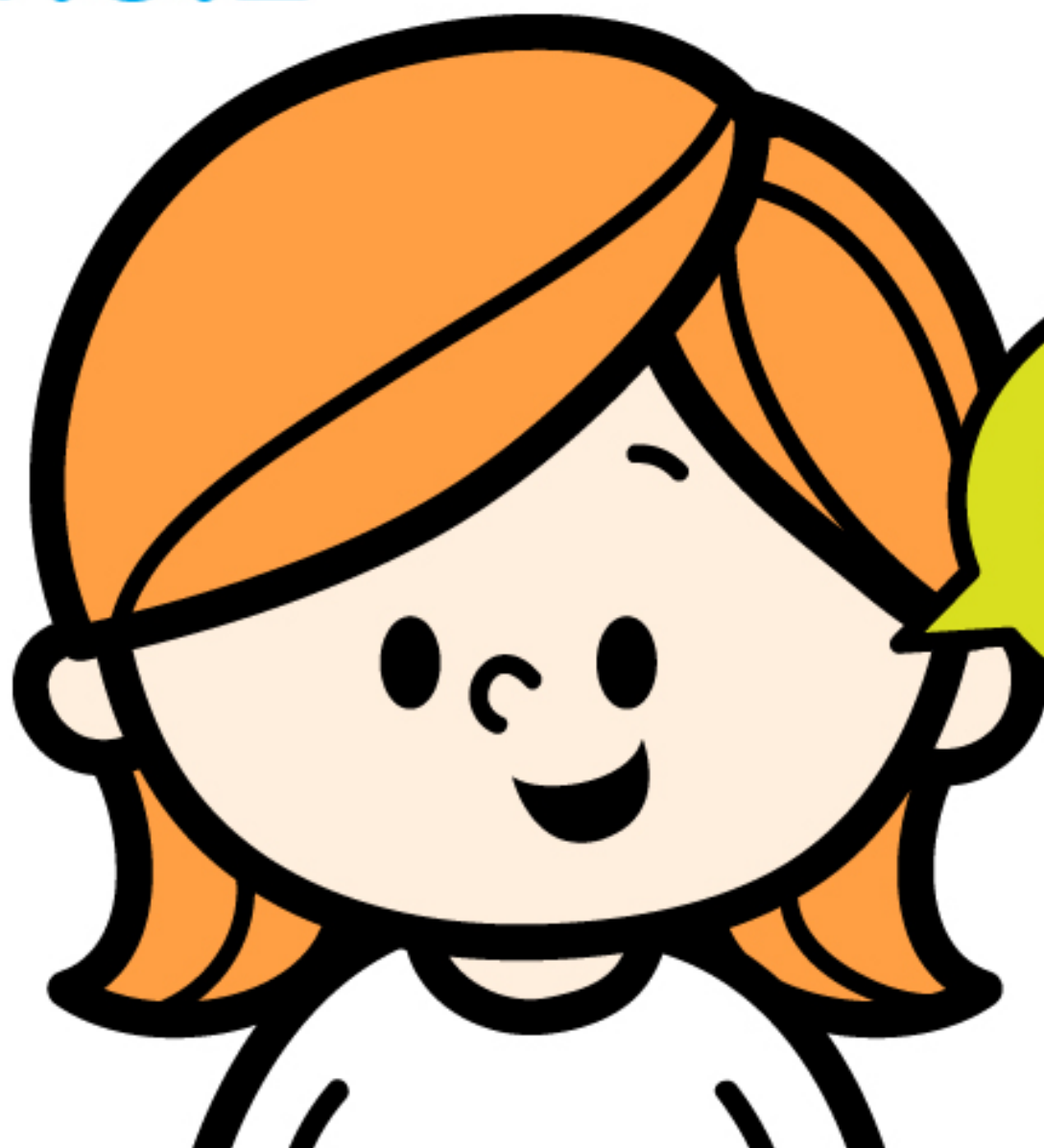


4.6.1



4.6.2

parent



Square

4.6.3

child



4.6.3

child





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