GAME RULES

1. Choose a challenge. Decide which blocks you need. Put aside the block(s) you don't need for the challenge. Their presence can be distracting, especially for young children.
2. Try to build what is shown on the challenge card, using one or more blocks and the rabbit. The construction needs to be stable.
3. You have found a solution when the front view of your construction matches the image on the challenge card.

Hints for parents and teachers:

It's normal that children encounter problems when solving specific challenges. Things that might be obvious for adults are not obvious for them. Difficulties are opportunities to learn something new. You don't help children by solving the challenges yourself, but by asking questions, like: "Where do you think this block goes?" and "Why do you think this block needs to be placed like this?"

Young children don't understand yet what a "front view" is. Explain it to them by making a construction on the table and make them look at it from the front, with the children's eyes at the same height as the blocks. Step away from the table. If you stand too close to the blocks, you will see more than what's visible on the challenge card, because of the perspective. The further away you look at the construction, the more the reality will match with the image shown on the challenge.

For this game we didn't include the solutions on the back side of the challenge cards. The reason is that the 3D image of the solution is too complicated for young children to understand and the presence of the solution distracts them from the challenge. But for parents and teachers we included the solutions on a separate leaflet. Sometimes solutions other than the one shown on the leaflet can also be correct.

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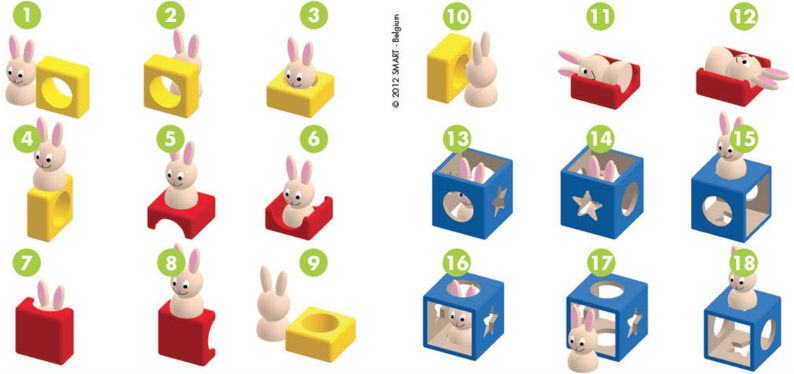

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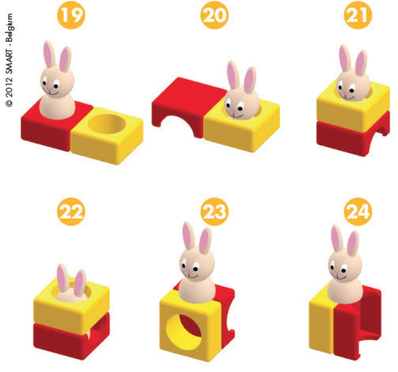

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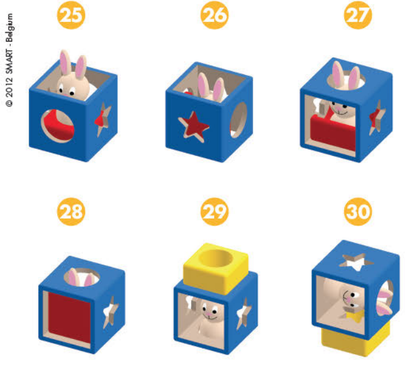

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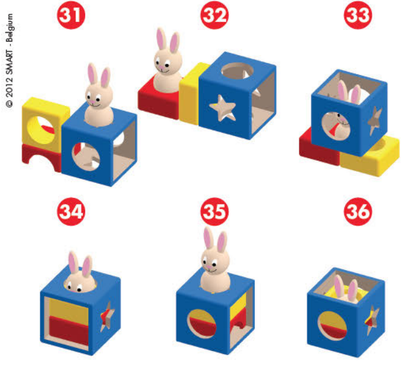

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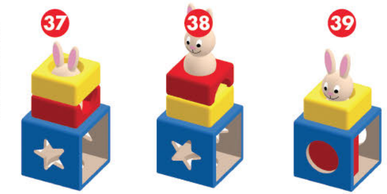

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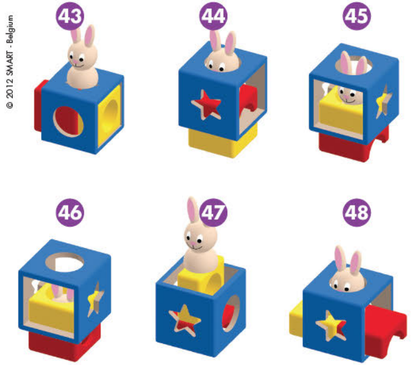

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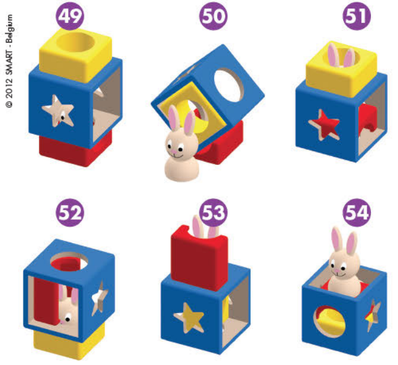
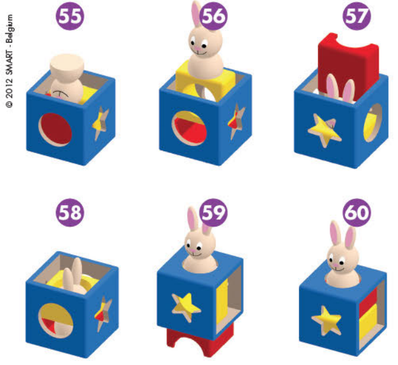
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