



Also Available:



The purpose of the game:

- Drawing objects and animals using numbers.
- Learning how to recognise, draw, rotate, mirror and stretch numbers and practicing writing, drawing and visual spatial exercises.

Material:

On each picture card you will find a coloured picture. The colours that are used are represented in the circles at the bottom of the card. The stars show you the level of difficulty, from easy (★) to slightly more difficult (★★★).

On the back of each picture card you will find the four steps you will need to copy the picture. Under each step you can see the number to draw with. You may have to stretch, mirror or rotate a number. A 0 could turn into an egg or it could turn into a ball.

In steps 1 to 3 you will use numbers. In step 4 you must draw freehand to complete the picture.

In each step the new lines are in blue, the old lines are in black. This makes it clear which lines belong to which step.

Drawing:

Start with a drawing card with one star. Afterwards you can try the more difficult cards. Study the picture carefully and find the same picture in the drawing pad. Start with the sheet that already has some black lines. Look at the back of the drawing card, read the number you have to use in the first step and trace the lines on the drawing pad with your finger. Now it's your turn: read the number under step 2, take your pencil and write the number in the same way. The guide lines will help you. Repeat this in step 3 and then finish your drawing in step 4. If that went well, you can draw it again on the next page that only has the guide lines. This time will be even better!

Tip: You can colour your drawings with the colours from the example, or choose your own colours. After some practice, maybe you can make your own drawings with numbers!



To increase readability, these rules may use gender-specific wording. However, we ask you to interpret them as being gender-neutral.