

THE GAMES ARE DESIGNED TO PROMOTE:

- Focus and Concentration.
- Mental Stimulation (No Calculator Used).
- Self-Discipline, Self-Esteem and Confidence.
- Implicit Improvement of Maths Skills.
- Tactile Learning (Eye-Hand Co-ordination).
- Lateral Thinking (Out of the Box.)
- Preparation for the 4th Industrial Revolution.
- The Games are durable, portable and can be easily packed away.
- The Games can be used for Psychometric Tests.
- The use of Colour forces the Learner to Interact with Geometric Shapes (Early Introduction to Elementary Geometry) SMART KID!!!!!!
- Indirectly the learner becomes aware of other Mathematic Concepts e.g. The Cartesian plane or the x-y plane.

**THE FEAR OF LEARNING MATHS IS OVERCOME BY
PLAYING AND LEARNING MATHS THE FUN WAY!!!!**

NB. These Maths Games are only tools with which to help learners develop vital Maths Skills and in no way replaces any school's curriculum. Playing these games can only help develop the learner holistically and help enhance the learner's ability to learn and comprehend Maths the fun way.

Albert Einstein says: "Creativity is Intelligence having FUN"

Thinkers are Leaders and Leaders are Thinkers