



## App 1: Patterns and Relationships

1



Our 'Pattern Sniffers' picture book makes a great 'Experience' or 'Apply' activity.

2

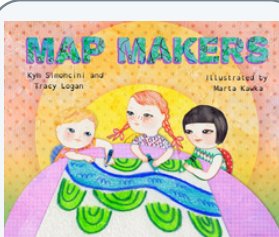


Our ELSA plush toys are a fun way to introduce children to the characters that guide them through the apps. They can also be used as part of your classroom activities through our ERA cycle.



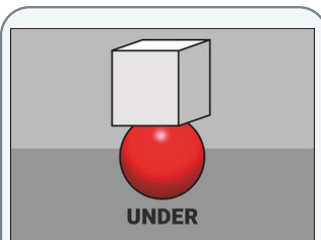
## App 2: Location and Arrangement

1



Our 'Map Makers' picture book makes a great 'Experience' or 'Apply' activity.

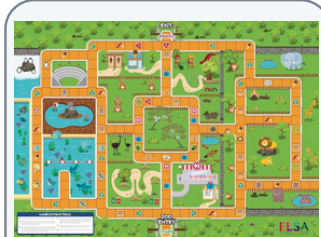
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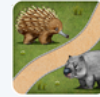
Our Positional Language cards compliment the 'Little Helpers' app activity with this icon.



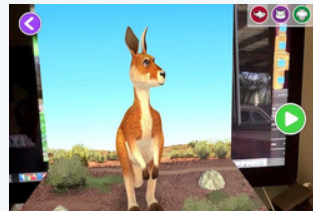
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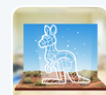
Our Zoo board game compliments the 'Directions' app activity with this icon.



4



You can use our Australian animal augmented reality (AR) cards with the 'Hide and Seek' app activity that has this icon.





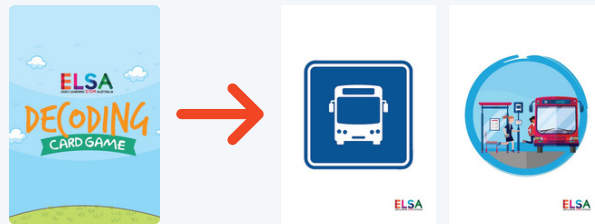
## App 3: Representations

1



'The Treehouse' picture book makes a great 'Experience' or 'Apply' activity.

2

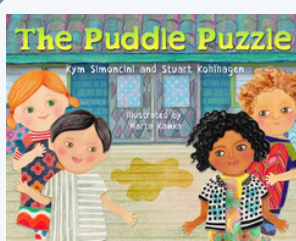


Our Decoding Card Game is a fun way for children to recognise and match symbol cards with picture cards. They might like to play 'Snap' or 'Go Fish' using these cards.



## App 4: Investigations

1



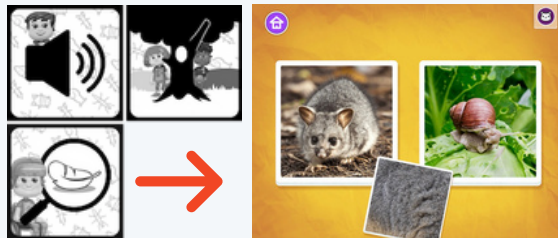
'The Puddle Puzzle' picture book makes a great 'Experience' or 'Apply' activity.

2



Our Australian Birds Board Game is a 'Guess Who' style game which is a fun way for children to learn attributes and identify different birds. The game comes with two boards, playing cards and a Field Guide with facts about the birds.

3



Our black and white augmented reality (AR) cards help children identify the habitat, sound and appearance of various Australian Australian animals and insects. They can be used with the 'Let's look for clues' app activity that has this icon.

