START WITHOUT THE MAGNETS.

We encourage parents and teachers to have a child begin playing without attaching the magnets to the design tiles. Manipulating the design tiles without the aid of the magnets requires greater dexterity and patience. Children need to develop their fine motor skills to coordinate the small muscles in their hands and fingers. These skills are essential to completing tasks such as writing, cutting, using a fork or spoon, threading beads, zipping, buttoning and tying shoe laces, etc..

Once the child demonstrates the ability to manipulate the design tiles, keeping the tiles within the prescribed areas, the magnets may be applied. Please clean the tiles before applying the magnets to assure maximum adhesion. The magnetized design tiles make traveling with MightyMind activity sets easier and more enjoyable. The MightyMind Design Tile sets can be used interchangeably with other MightyMind activity sets and design books. You can see the range of MightyMind products at www.mightymind.com

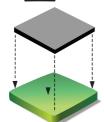
We Cares

Our products have been subjected to rigorous testing

and we apply the highest standards of quality control to assure your complete satisfaction We have done everything possible to assure that our products exceed industry and government standards for child safety. Colors and materials are non-toxic and absolutely harmless to children. We caution parents and teachers to exercise reasonable judgment with respect to children handling small parts, as some may have a tendency to place these in their mouths which could result in choking or strangulation. WARNING! This product contains magnets or magnetic components. Magnets sticking together or becoming attached to a metallic object inside the human body can cause serious or fatal injury. Seek immediate medical help if magnets are swallowed or inhaled.



APPLY THE MAGNETS TO THE DESIGN TILES. THE SURFACE OF THE DESIGN TILES MUST BE CLEAN AND DRY.



- 1. Peel a magnetic shape from the adhesive backing and match it with the corresponding design tile shape.
- 2. Be very careful not to touch or allow anything to contact the sticky surface of the magnet.
- Hold the flexible magnet between the index fingers and thumbs using both hands to exactly center the magnet directly over the design tile without touching the tile's surface.
- 4. Gently and carefully lower the magnet to meet the center of the design tile and stick it to the tile's surface so that the magnet does not exceed the perimeter of the shape. Turn the design tile over with the magnet touching the table surface and apply pressure to set the adhesive firmly against the tile.
- **5. CAUTION!** The adhesive is very strong and **cannot be repositioned** after application. If a magnet is miss-positioned, carefully trim the magnetic material so that it does not exceed the edges of the design tile.

DAZZLE THE IMAGINATION OF ANY CHILD BY FOLLOWING THESE SIMPLE STEPS.

Apply the magnets to each design tile. Use the metal lid to hold each picture puzzle card in place while the child builds each picture puzzle. Be sure to keep the puzzles in numerical order.

- Examine the set of 30 programmed puzzle activity cards to see that they are in correct numerical order.
- BASIC BUILDING BLOCKS:
 Observe the 32 design tiles and notice that they are divided into 6 basic geometric shapes, 4 colors, large and small sizes. Teachers may wish to acquire additional sets of tiles (#44400) so more children can play.
- A child has to perform 3 basic activities: **FIND MATCH BUILD**. Each card has a light gray picture pattern. Cards 1 18 provide cartoon like balloons telling a child which shapes should be selected to cover the picture completely.

Beginning with card 1, a child should select the 2 red semicircle tiles and place them over the red semicircles printed on the card. This step verifies that the child has correctly selected the required tiles. Now, having verified that the child has "found" and "matched" the shapes correctly, the child should maneuver the tiles to "build" the circle. The shapes must fit within the dark outline of the light gray picture without overlapping the lines.

Having successfully built the circle on card 1, the child should repeat the same procedures to construct the picture of the rectangle on card 2. The cards should initially be followed in numerical order, because they have been carefully sequenced and programmed to present concepts of increasing difficulty with a minimum of frustration for the child.

- The first ten cards use only the large tiles.

 This enables young children to more easily manipulate the shapes to gain a basic understanding of shape combinations.
- Cards 11 18 continue to assist the child with size, color and shape selection, as small forms are combined with large ones to create more complex designs.
- Gradually, a child is given more freedom of choice to select the tiles to build each diagram. Card 18 allows a child to make color selection decisions for four of eight shapes.
- Card 19 provides a transition step that guides a child to build the "star" by direct reference to the design itself and the assortment of shapes from the parts bag. The picture of the yellow triangle, green diamond (rhombus) and small red diamond should be covered with the corresponding tiles to provide a beginning guide for the selection of the remaining tiles necessary to complete the design. This same procedure should be followed to build the triangle on card 20. The child is then free to experiment with all of the remaining shapes to fill the pattern without deviating over the bold lines.
- Card 21 introduces the concept of "overlay" construction. The "bird's eye" is added as an accent on top of the other shapes that compose the bird design. This concept is repeated on cards 24, 27 and 29.
- Cards 22, 26, 28, 29 and 30, have special award values printed in a circle draped by a ribbon. Card 22 can be built using 15 or fewer tiles. The "15" in the circle signifies that the child should be given special recognition for achieving completion of the design using the greater number of tiles.

WARNING! Not for children under 3 years. Small parts. Choking hazard.

This product contains small magnets. Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnets are swallowed or inhaled

© 2007 Leisure Learning Products, Inc., All Rights Reserved.
Visit us online: www.mightymind.com