



## Animemory: Thinking

Chiara Piroddi

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| <b>ISBN</b>           | 9788854419063   |
| <b>Publisher</b>      | White Star  |
| <b>Binding</b>        | Board book  |
| <b>Territory</b>      | World excluding Australasia, USA, & Canada. Italy and India non-exclusive |
| <b>Size</b>           | 170 mm x 215 mm   |
| <b>Pages</b>          | 32 Pages  |
| <b>Name of series</b> | LUMI Box  |
| <b>Price</b>          | £12.99  |

- Includes 32 page board book, 40 cards, 20 game pieces

Following the Montessorian studies based on the observation of real nature, the box contains 40 cards for a total of 20 pairs of animals, divided between parents and puppies of the same species. The activities of the memory game allow to train executive functions of the child concurring in carrying out the tasks of everyday life: Memorising, Recognising, Classifying, Categorising, Associating, Sorting by logic. In this box, the ability developed is Thinking: through a simple game like memory, cognitive development is supported, from perception to attention to visual-spatial memory. Ages: 3 to 5

**Chiara Piroddi** is a psychologist and psychotherapist, specialising in child and adolescent psychopathology. Graduating in Psychology in 2007 from the University of Pavia, she attended a Masters course in Neuropsychology in 2009, and in 2013 specialised in Cognitive Psychotherapy in Childhood and Adolescence after a four-year course at the Crocetta Clinical Center in Turin, Italy.

