



Fun educational games  
for young children

Go outside with  
LittleStorm when it's  
rainy, snowy, windy,  
cloudy and sunny, and  
stay inside in thundery  
weather.



2½+



10-20



2-6

Freddy Møller Andersen & Kristian Dreino

# Rules of play

## LittleStorm in all Kinds of Weather



# Dear Reader,

We put our hearts and minds into developing this game, which we hope will help small children better to understand the world around them. To achieve this, we do our utmost to see the world from the child's perspective. We make educational games for infants and small children with focus on their everyday lives. We have been doing this for many years.

We never shy from bringing "heavy" pedagogical issues to the table if we find that children need more specific knowledge of them – and we present them in an entertaining and educational way.



# Rules of play

## LittleStorm in all Kinds of Weather

No. of players: 2-6

From 2½ years

10-20 minutes

Join LittleStorm outdoors on a rainy, snowy, windy, cloudy and sunny day, and indoors in a thunderstorm.

The game contains six boards. Each board is subdivided into fields. Each player has to find four cards. Three of the cards are about the process/theme, while the fourth card is about the goal of the process, in which LittleStorm takes part.

For example, if the child has the board depicting LittleStorm in windy weather, he/she must first find the cards with waves, a kite and leaves and place them on the Windy Weather board and finally the card showing LittleStorm running.

## Preparation:

Each player takes a board. Shuffle and spread the cards face down on the table.

## Who is the winner?

The first player to place first the three correct theme cards and then the correct LittleStorm card on his/her board, wins the game.

## Playing the game

The youngest player starts. He/she takes a card from the table and turns it over so that everyone can see it (e.g. a card with waves). If the card matches one of the player's own motifs (i.e. that there are waves on the player's board), he/she lays the card over the wave motif on his/her board. The player then picks a new card.

If the player takes up a card with LittleStorm on it and it matches that player's board, he/she may not put it on the board until he/she has all three of the other cards that match his/her board.

If the LittleStorm card does not match, he/she replaces it face down on the table. The next player takes his/her turn.



# Little Storm in All Kinds of Weather is a conversation game for young children.

LittleStorm in All Kinds of Weather addresses three facts: that 2-6 year olds see the world as fragments, that they need repetition and that their sense of time is still in its infancy.

We have devised a very simple game for children that enables them to talk explicitly about boards and cards that address different weather conditions.

There are six Weather boards. The purpose of the game is to lend support to and enhance the child's understanding of his world through dialogue/conversation. It is imperative that the adult player talks to the children about what they see on the boards.

For example, discuss the board showing LittleStorm in windy weather: What's it like when it's windy? Why do the leaves fall off the trees? What's fun to do when it's windy (LittleStorm flies a kite)? and so on.

Talk about the individual card. Make your explanation brief and specific. Talk about the child's board and pay special attention when the child indicates that he/she wants to know more.

## For happier children - play LittleStorm

The LittleStorm games address three facts: that 2-6 year olds see the world as fragments, that they need repetition and that their sense of time is still in its infancy. LittleStorm himself is an inquisitive little character. He is original and acts as a type of mirror, in which children can see themselves.

LittleStorm games provide children with an opportunity to verbalise the boards and cards, all of which either deal with situations the child is familiar with or depict situations that prepare children for things, events or circumstances they may find difficult to comprehend. In a word: LittleStorm games make abstract things in the child's life specific and easier to understand.





## The games build on the children's own experiences.

Emotions, sensory impressions, actions and physical reactions reflect how we think, see and understand ourselves and the world we live in. It is important for a child's well-being that he/she is encouraged to talk about their experiences and surroundings.

### Four Esses and LittleStorm

Four Esses is a creative Danish company that has produced educational board games for children and adolescents since 1999. The founders of Four Esses are technical artist Freddy Møller Andersen and educationalist Kristian Dreinø. The name "Four Esses" refers to four Danish words all starting with the letter "S". These four words mean social understanding, cooperation, collaboration and fun, and they are Four Esses' corporate values. Freddy and Kristian develop each and every game based on these important values.



## Pedagogical considerations – that gave birth to LittleStorm

Freddy and Kristian's LittleStorm game concept is based on their observations of children at crèches and kindergartens – and, of course, on watching their own children. When they played a conventional memory card game with small children, in which they asked the children to find two identical cards, Freddy and Kristian were surprised to see that many of the children found a very simple rule difficult to understand: You may only turn over two cards.

There was something purely cognitive that the youngest children failed to comprehend. They focused exclusively on finding a pair of identical cards to the extent that they turned more cards than the two they were allowed to.

Freddy and Kristian observed that the adults had to repeat this very simple rule again and again: “You may only turn over two cards at a time”.

Freddy and Kristian developed a picture board showing the one card so that the child only had to find one card on the table to match. The challenge no longer focused on how many cards the child had to turn over, but rather on whether the child understood the message itself. The child was given a board with four messages (four cards), of which they first had to find three, and finally the fourth card (showing LittleStorm). If they found the correct LittleStorm card before they had the first three, they were not allowed to put him into place on the board.

The LittleStorm  
games are based  
on an observation  
that small children  
always do the last  
thing you say to  
them first.

In simple terms, if you give three-year-old Anna four messages, she will react to the last message first – and sometimes only to that message. Children do not navigate or structure the messages they receive. They understand them in the sequence they are given – and act on the last message first.

We hope that you will check out more LittleStorm games at:  
**[www.four-esses.dk](http://www.four-esses.dk)**

Best wishes,  
**Freddy and Kristian**

