



Fun educational games  
for young children

Help LittleStorm say  
hello and goodbye at  
kindergarten, in the  
countryside, when it's time  
to move, to the day and to  
life itself.



2½+



10-20



2-6

Freddy Møller Andersen & Kristian Dreino

# Rules of play

## LittleStorm says Hello and Goodbye



# 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 says Hello and Goodbye

2-6 players

From 2½ years

Playing time: 10-20 minutes

## Contents

24 cards

6 Hello and Goodbye boards

Rules of play

The Hello and Goodbye boards have different themes.

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 Kindergarten board, he/she must first find the bag, shoes and jacket and place them on the cloakroom image and finally the card showing LittleStorm goodbye at the window.

## 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 bag). If the card matches one of the player's own motifs (i.e. that there is an image of a bag on the player's board), he/she lays the card over the bag motif on his/her board. The player then picks a new card. If the card does not match one of the motifs on the player's own board, he/she replaces it face down on the table. The next player takes his/her turn.

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.

## A board about saying goodbye to life

One board in this game is about a funeral. If you find it inappropriate to talk about, you can choose to remove this board and its four cards from the game. Read more about talking to the child on the following pages.



# LittleStorm says Hello and Goodbye

Human beings – of all ages – spend some of our lives saying Hello and Goodbye, specifically and figuratively. Sometimes we say Hello and Goodbye with words, and sometimes without words but rather with an expression or actions.

We say Hello and Goodbye to people, animals, nature – and to familiar surroundings, to things, to today and to life itself.

Saying Hello and Goodbye involves complex human emotions. On occasions, we are happy and inquisitive. At other times, we feel sad and insecure.

Common to all these situations is that our emotions, sensory impressions, actions and physical reactions reflect how we think, see and understand ourselves and the world we live in. We call this cognitive thought. We gather our own personal experiences, onto which we continue to build. It is a lifelong process.

## Learning something new

When we learn something new, feel an emotion for the first time or gain a new experience, e.g. through saying either Hello or Goodbye, we change how we react to that situation.

Our reactions are inseparable from our emotions, i.e. whether we feel comfortable, uncomfortable, safe, insecure, anxiety or joy, etc. in the situation in question.

When 2-6 year olds say Hello and Goodbye, their experience and comprehension of the situation depends on the cognitive development of their brain. Their brains are under development. Among other things, two year olds have not yet developed a sense of time or logical thought processes. They see their world in fragments.

If we are to understand precisely how children react to situations that involve saying Hello and Goodbye, it is important that we adults appreciate this fact.

## Concrete thinking

Children aged 2-6 years find it difficult to understand abstract concepts, including time, death and divorce.



At this age, they have no firm perception of time. Most children do not develop this until they are 6-7 years old. This means that when a 2-6 year old says goodbye, he/she does not know how much time will pass until there is a reunion. The child will also find it difficult to understand that something is permanent. In addition, the child is not yet able to distinguish between the real and the imagined. If exposed to a situation he/she does not understand, the child will tend to create his/her own explanation.

Children aged 2-6 years think in concrete terms and therefore need messages and information that are as specific as possible.

**LittleStorm says Hello and Goodbye is a conversation game for children that provides specific images of situations, in which we say have to say Hello and Goodbye.**

LittleStorm says Hello and Goodbye 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, which enables them to talk explicitly about boards and cards that address situations, in which people say Hello and Goodbye.

The games can be played either by children with other children or with adult participation.

When the game is used as an educational tool, the adult can help the child to process his/her own experiences and sensory impressions through listening to the child and offering specific suggestions to help the child understand the situation in question.

The game includes six themed boards, which address a beginning or an ending, i.e. a Hello or a Goodbye.

## Talking with the child

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. It is important that you listen carefully to the child's questions and that your response is concise.

Recognise the child's feelings and make sure he/she feels that you understand when he/she is upset, when e.g. Mum or Dad has just said Goodbye and left for work.

It is important that the adult playing this game with children is aware that some of them may feel guilty about things they have not done or are not responsible for. The adult should tell the child that it is not his/her fault and absolve the child of his/her guilt. Children see life from only one perspective and sometimes feel guilty about things, in which they were not even implicated. It helps them to hear an adult say, "That's not your fault" and proceed with something else that is equally specific.

## 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 means 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**

