

# Instructions for Puzzle Game “ALHAMBRA”

## Original und Principle

The game is based on the idea of designing simple, geometrical piece, which can be combined to create letters, digits, motifs and mosaics.

A selection of forms resulted from the trial phase, whose size, colours and quantity are influenced by the following specifications:

- limited selection of simple forms (12 p. in 9 colours)
- maximum combination possibilities
- multi-functional puzzle piece
- dimensions that allow designs of smaller format (e.g. cards, name tags, drawings - A4 format)
- quantity: 1323 p.
- quality: covered cardboard, environmentally safe (WWF conform)
- including a 52-page booklet with various colourful patterns (description only in German)

The range of possibilities with ALHAMBRA -pieces is unlimited and can be arranged to form different types of letters, pictures and visual interpretations of motifs and themes.

Swiss-design by Matthias Etter©, made in Romania

## Educational and Ergo-therapeutical aspects

ALHAMBRA covers a wide spectrum of learning and playing possibilities:

### **Creative design**

small children “draw” with it, creating simple forms and figures. With increasing competence and depending on imagination the designs become more complex and complete (be it in a realistic, abstract, graphic or ornamental form)

### **Design with pattern**

the ALHAMBRA-patterns, available separately, make copying designs and puzzles possible

### **Hobby work**

the ALHAMBRA-pieces can easily be glued to carton or wood and can be used to design cards and signs. Decorating items is another of the numberless possibilities (e.g. boxes, flower pots, frames etc.)

## Activities

tasks can be set in therapy or game sessions:

- create a certain design (e.g. thing, animal, scene etc.)
- create a letter, number, sign etc.
- copy a given pattern/design
- logical interpretation (pictogram/symbol)

groups build on a common theme:

- flowers - garden
- animals - zoo
- ?? - farm
- ?? - city/traffic
- a continually evolving pattern
- metamorphosis

## Some game suggestions

- guessing games (try to describe an object with a limited number of pieces - who can find out first what it is?)
- changing/adding to a design (each one starts their own design, then positions are changed and the task is to continue on another's design)
- competition (who can design the craziest flower, the best car etc.)

## Educational goals

- a fun way to learn through graphically illustrating signs, letters and digits. Discover different types of writing (small, capital, traditional, modern, abstract etc.)
- learning symbols (pictograms, abstracts, signs etc.)

## Special education

**ALHAMBRA** is a great way to learn to recognise forms and colours:

- assignation/sorting
- recognising features (colour, form, size)
- recognising groups (units, groups & sub-groups)
- understanding of geometrical forms (basic forms/parts)
- etc.
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**For samples and patterns see instruction booklet**

## Additional uses

**ALHAMBRA** is an alternative or supplement to colouring pencils and felt pens. It is an ideal way to pass the time. Helpful surface to play on is a felt, rubber or leather pad.

## For samples

[www.alhambra.ch](http://www.alhambra.ch)

At [www.alhambra.ch](http://www.alhambra.ch) you can download Alhambrafont, True Type (for PC), Postscript (for Mac).