

westermann



primary school  
learning games  
Education  
pre-school  
Kindergarten



practice at home  
language support  
training  
family games  
exercise materials

Resources for Education

BESTSELLERS

NOVELTIES



# COMBIPIC



Pictures for inventing stories

CombiPic promotes linguistic expression and trains the ability to listen. In addition to deductive combination skills and logical thinking, creativity and imagination are required above all. Interesting locations and weather conditions, people and animals, as well as a range of very different objects, are combined and serve as a thread for exciting storytelling. They can be used both in a one-to-one setting as well as for small group work as part of inclusive teaching, targeted intervention, or therapy. Varied oral, as well as written games and activities, provide exciting entertainment. Appealing story themes encourage the invention and telling of stories. Also suitable for families.

**Contents:** 75 coloured picture cards and instructions.  
**Suitable for:** pre-school, first school years, supporting language development and as a family game.  
**Order no.:** 978-3-07-210077-9



# DIFFERENTO

Find the differences!

DIFFERENTO trains not only the power of observation, but also numerous other foundation skills such as listening comprehension, spatial orientation, memory and concentration. Because describing the picture details demands precise formulation, verbal skills are intensively facilitated. The game has been designed to be played by two players, but the discovery of picture differences can also be set as a verbal or written task for an individual child.

**Contents:** 30 pairs of coloured cards with 3 to 8 differences each, instructions.  
**Suitable for:** kindergarten, pre-school, first school years, language therapy.  
**Order no.:** 12215 Differento 1 | 12216 Differento 2

# AND THEN...?

The stories are interrupted by a question mark skilfully integrated into the sequence. The children discuss the course of the story and find the continuation of the story themselves.

**Box 1:** The roller skate champion – The confused ghost – In hot water... – Beauty must suffer etc.

**Contents:** 25 stories with 5 – 7 pictures each, 143 cards.  
**Order no.:** 12010

**Box 2:** Waiting for the train – Cats are better climbers – The helpful elephant – The stowaway – A timid ghost etc.

**Contents:** 24 stories with 5 – 9 pictures each and 5 question mark cards, 145 cards altogether, with instructions.  
**Order no.:** 12020

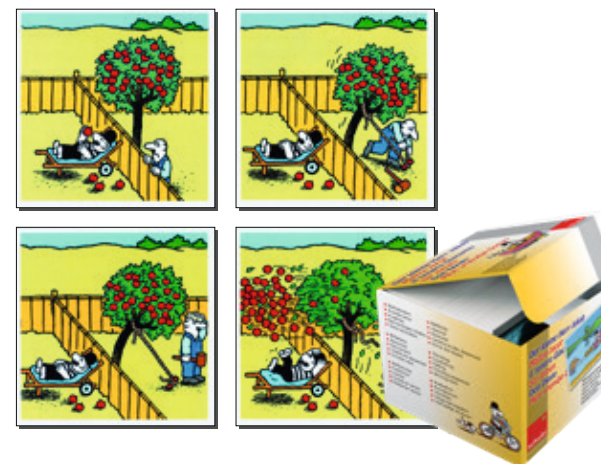


# SIR JAMES

Humorous stories from 4 pictures each

Whenever Sir James and his cute dog appear on the scene, something funny is bound to happen to make everyone smile. Comical and full of amusing ideas, imaginative but never offending or spiteful, he copes with the minor problems of everyday life in his own way.

**Contents:** 40 stories with 4 pictures each, 9 x 9 cm, 160 cards altogether. With instructions.  
**Suitable for:** all ages.  
**Order no.:** 12016

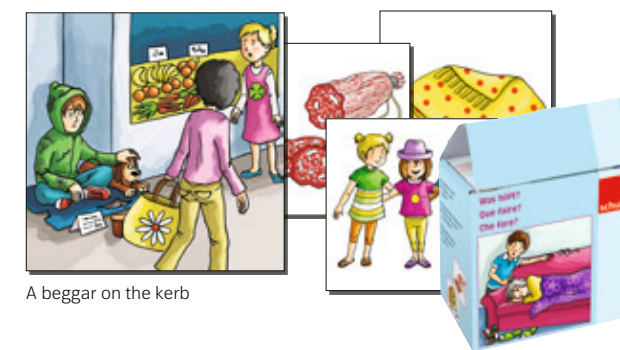


# FIND THE ENDING!

How could the stories continue?

Seven fantasy stories and seven stories taken from everyday life are presented up to their climax. The end of a story is open so the children can find it themselves. There is never just one solution to end or continue a story. The open story endings support imagination, development of ideas and enjoyment in making up stories.

**Contents:** 14 coloured picture stories, with instructions.  
**Suitable for:** kindergarten, pre-school, first school years, language therapy.  
**Order no.:** 12120



# WHAT HELPS?

Unexpected situations are part of children's every day lives. Using the scenarios shown on the situation cards and the support provided by the helper cards, the children experience that, by thinking something through themselves, they can find solutions for improving surprising situations.

**Contents:** 20 situation cards, 50 helper cards, 2 jokers.  
**Suitable for:** pre-school, first school years and as a family game.  
**Order no.:** 12122

# THIS IS HOW TO DO IT RIGHT

This picture box has been designed to introduce children to the topic of social rules and expectations associated with different public places and to make it easier for children to successfully manage these.

**Contents:** 74 coloured picture cards.  
**Suitable for:** kindergarten, pre-school, first school years, integration.  
**Order no.:** 12121





# WITH SCHUBITRIX MATHEMATICS ...

... every child can easily learn to do arithmetic. You simply follow the same rules as when you play dominoes. But be careful! You have to keep an eye on all three sides of the triangular playing cards! The triangles, which are made of robust cardboard, are laid so that the sum and the answer go

together. The pattern applicable to the solution will only appear if you have done your sums correctly. Anyone who likes playing dominoes, will love SCHUBITRIX!

**Contents:** 2 games with 24 cards and solution images per box.



Video  
SCHUBITRIX  
See it on  
YouTube



Video  
avec soutitres  
françaises  
schubi.com



23960 | SCHUBITRIX Addition and Subtraction up to 100

Game 1: without decimal overflow  
Game 2: including decimal overflow



23961 EXP | SCHUBITRIX Multiplication (timestables)

Game 1: all tables, in no particular order  
Game 2: all tables, in no particular order



23972 | SCHUBITRIX Multiplication / Division up to 100

Game 1: multiplication and division – all tables  
Game 2: multiplication and division – all tables



23975 | SCHUBITRIX Addition and Subtraction up to 1000

Game 1: one-digit sum or subtrahend, overflow of tens and hundreds; two-digit sum or subtrahend, without overflow of tens and hundreds  
Game 2: two-digit sum or subtrahend, overflow of tens and hundreds



23956 | SCHUBITRIX Fractions 1

Game 1: putting fractions together correctly  
Game 2: converting unreal fractions into real ones



23957 | SCHUBITRIX Fractions 2

Game 1: reducing fractions  
Game 2: converting fractions into decimal fractions



23952 | SCHUBITRIX Measures of length

Converting measures



23954 | SCHUBITRIX Weights

Converting measures

# ABACO TRICOLOR

Our calculating devices with the super roll!

With their three-coloured turning balls, the Abaco tricolor counting frames allow differentiations within calculations. With a small hand movement to the right, each grey ball can firstly be transformed into a blue or white ball, and then into a red one. This gives a perfect illustration of counting, amending and comparing, as well as adding and subtracting numbers from 1 to 10, 20 or 100.



22408 | Abaco 20 tricolor red/blue – 21,5 x 6 x 2 cm



Abaco  
explained  
an Video on  
YouTube



Video  
avec soutitres  
françaises  
schubi.com

**Also available:**

- 22410 | Abaco 20 tricolor, red/white
- 22405 | Abaco 10 tricolor, red/blue
- 22406 | Abaco 10 tricolor, red/white
- 22448 | Abaco 100 tricolor, red/blue
- 22447 | Abaco 100 tricolor, red/white
- ... moreover in variants with two colours and with numbers

22438 | **Abaco Games 1 x 1**

10 counting games up to 100 and with multiplication tables  
Practising and memorising multiplication tables – with these arithmetical game, Abaco becomes a games arena – with di, calculation, hunting, gambling, duelling and taking risks. For 2 – 4 children, 2nd grade and over.

# STEAL THE HAT

Number games using a number line

Adding and subtracting using numbers up to 25 is required. The game set contains 6 attractive number games to support key areas of mathematical learning: Quantity and number, Neighbour numbers, ordinal numbers, Addition and subtraction to 25, Halving and doubling, Even and uneven numbers.

Order no.: 22391



# TRADO

Bidding, buying, building

Playfully determining, comparing, working with amounts of money AND experiencing first hand, how trading with money works – TRADO's genius game idea brings all this to the point. Nine tower elements are offered for sale, and players take turns taking on the role of the seller.

Order no.: 22464



Video  
schubi.com



# NUMBER HOPPERS

14-Games-Set for the 100 number line

Children roll marbles and shake dice, count, estimate and calculate. All games and game variations are easy to understand, so that even the youngest child can join in and play: acquisition and consolidation of numerical presentation, illustration of the four basic maths operations ...

Order no.: 22399



Video on  
YouTube



# ALARM!

Add quickly – buzz fast!

Splitting numbers and overcoming counting on when calculating, that's what ALARM!, the mega-fun game with number cards and buzzer is all about. ALARM! offers three game options with increasing degrees of difficulty.

Order no.: 22463



Video on  
westermann.de





## SCHUBITRIX

Children's ability to recognise letters, read first words/sentences and build their grammatical competence in German is supported through play.

**Contents:** 2 games each with 18 large cards, game instructions.

**Suitable for use from Year 5.**



### 13931 | SCHUBITRIX Basic Vocabulary

This SCHUBITRIX-Domino-educational game enables children to practise reading basic vocabulary words and match them to their corresponding picture, while playing a game.

Game 1: Semantic fields: nature, animals, fruit, house and garden.

Game 2: Semantic fields: body parts, clothes, desk.



### 13925 | Promoting Literacy Development and Reading Comprehension

The SCHUBITRIX-Series Literacy Development supports pupils' ability to learn through play and recognise letters as well as read first words and sentences.

Game 1: Matching the group of words to the appropriate picture (easier version).

Game 2: Matching the group of words to the appropriate picture (more difficult version).



### 13923 | SCHUBITRIX Simple Words

Game 1: Words without consonant clusters: matching the word to the appropriate picture (easier version).

Game 2: Words with simple consonant clusters: matching the word to the appropriate picture (more difficult version).

## schubicards

Learning and practising first words in German through play, using colourful playing cards

This educational game utilises several information channels. It is based on and follows the rules of the classic Happy Families card game, so can be easily explained and learned.

**Suitable for ages 5+.**



### 70312 | schubicards: Article

Learning and practising articles through play: Four items, each with the same article, are grouped by topic and offered as one unit of learning. Articles are colour-coded on each card using basic colours commonly used throughout educational materials.



### 70301 | schubicards: The mouse in the present

Learning prepositions using playing cards: This card game targets 13 different prepositions, each of which is illustrated using six different motifs. There is a card with the mouse and the present for each of the prepositions, which can be used to explain and introduce a given preposition.



### 70317 | schubicards Nouns: My Body, Clothes

### 70318 | schubicards Nouns: Nursery, Pre-school and School

Practising singular and plural forms through play: The games are all about keeping your eyes peeled, listening carefully, remembering and speaking in order to find as many singular-plural pairs as possible! An additional plus: The illustrations on the cards are arranged in such a way that they also lend themselves to practising number words 1 to 6.

## READINGpuzzles

If you come up with the correct answer, you are rewarded by a colourful picture!

There are 3 games (18 x 26 cm) in each box with 24 or 40 sums of varying difficulty. The individual pieces of the puzzle are put on the table with the task to be done facing upwards. One task after the other is solved and each individual part is then turned upside down on the board. Little by little a picture appears which shows whether the answers are correct or not.

The activity trains visual focus and perception, increases basic vocabulary and practises reading.

**Suitable for ages 5+, first years of school (Foundation Stage and Key Stage 1)**

WITH SELF-CHECK



### 13571 | READINGpuzzles Picture and Word: Nouns

3 games with 25 tasks each: nouns with 2-4 letters, nouns with 4-5 letters, nouns with 6-8 letters.

Motifs: Macaw - Peacock - Toucan



### 13572 | READINGpuzzles Picture and Word: Verbs and Adjectives

3 games with 25 tasks each: Verbs 1, Verbs 2, Adjectives.

Motifs: Chamaleon - Frog - Seahorse.

Further similar products available!

SCHUBITRIX  
on Video



## NIKITIN

NIKITIN with a new look and revised content: perfect training material for visual perception und logical thinking!



### 978-3-07-210025-0 | Nikitin Towers (N11)

Who builds the highest tower? Different building blocks have to be placed on top of each other on a game board. The dice determines which building block is used. A fun game that incidentally trains dexterity, perception and concentration.

**Contents:** 45 building blocks, 3 game templates, 1 dice, instructions.

**Suitable for:** kindergarten, school and adults, age: 5-99, for 2-3 players.

More NIKITIN games available!



### 978-3-07-210019-9 | Nikitin Geo-Cubes (N5)

The ideal concentration game: a puzzle which demands and promotes spatial thinking. 27 wooden cubes are put together in 7 coloured differently shaped building elements. Many different shapes can be made out of these wooden elements.

**Content:** 7 elements out of 27 wooden cubes with sample book.

### 978-3-07-210013-7 | Additional game templates (English only)

Exercises with puzzles, coloring and cutting out templates for building and constructing with the help of the Geo Cube. Not only are perception, sensory experience and spatial imagination very important, but also fine motor skills and creative design. 193 pages, with solutions.

## LÜK – THE GAME

LÜK – now as fun for the whole family

How many grams does the chocolate in a surprise egg weigh? What color is Gargamel crazy about? Which band has a mouth as its trademark? LÜK – THE GAME provides the answers to these and other colorful questions from the world of children AND adults. And the best thing is: In this game, people puzzle together, deliberate and search for the right answers, so that every member of the family can shine with knowledge and ideas.

Typical for LÜK, number tiles are placed on the correct answers to the individual questions and tasks, and with concentrated knowledge power, the correct pattern is created on the back.

A total of 16 varied playing fields await the players, ranging from animal pandemonium and a magical fairytale forest to numbers to amaze them and emoji songs to guess, to a special journey through Europe and a quaint antiquarian bookshop.

### 978-3-07-246000-2 | Basic version – components:

1 x transparent LÜK control unit (short: LÜK box)

25 x number tiles

1 x game plan booklet

1 x game instructions

### NEW – Extensions:

Game Booklet „Great hullabaloo“ | 32 p., 978-3-07-246010-1

Game Booklet „Sensational Spectacle“ | 32 p., 978-3-07-246011-8



## Contact details



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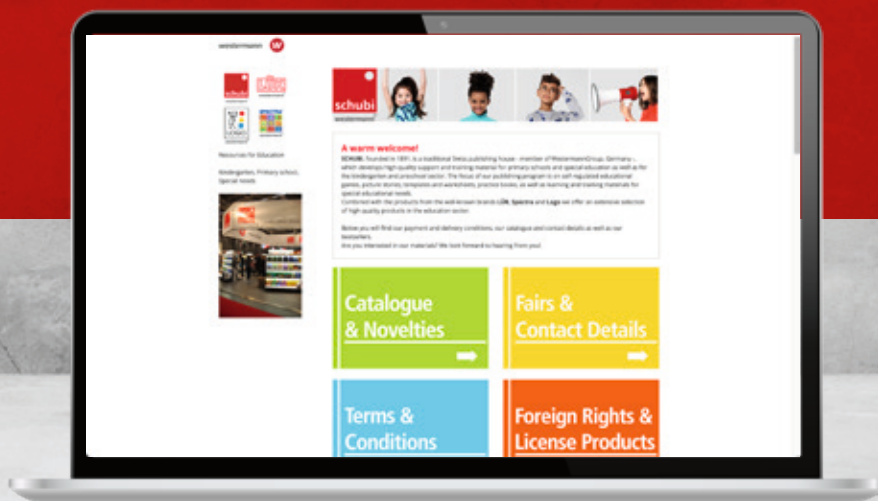
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