EDUCATIONAL AIDS for SCHOOL and HOME

READING AIDS

ALPHABET PICTURE FLASH CARDS—First step in reading.
KINDERGARTEN thru GRADE 2

PICTURE WORDS FOR BEGINNERS—For word-picture matching, vocabulary building, word recognition and spelling.
GRADE 1 thru 3

WORD AND SENTENCE BUILDER—Aids in sentence and vocabulary building and punctuation.
GRADE 1 thru 3

PHONETIC DRILL CARDS—Builds new words by substituting initial letters, or used to form words that teacher or parent pronounces.
GRADE 1 thru 3

ARITHMETIC AIDS

ARITHMETIC FOR BEGINNERS—For object recognition, number matching and simple counting.
KINDERGARTEN thru GRADE 1

COUNT-TO-TEN GAME—To teach numbers, and for practice in counting.
KINDERGARTEN thru GRADE 2

FLASH CARDS—Two problems per card, answer on back for self-checking.
GRADE 2 thru 6—Addition—Subtraction
GRADE 3 thru 6—Multiplication—Division

TELL-TIME QUIZMO—Teaches how to tell time, and gives practice in basic arithmetic.
GRADE 1 thru 4

ARITHMETIC QUIZMO—A Lotto type game for arithmetic practice.
GRADE 2 thru 6—Addition—Subtraction
GRADE 3 thru 6—Multiplication—Division
GRADE 3 thru 6—Fractions

FRACTION DISCS—Teach fractions, and their equivalents.
GRADE 3 thru 6

SOCIAL STUDY AIDS

UNITED STATES LOTTO—Teaches important facts about our 50 states.
GRADE 3 thru 7

GLOBAL FLASH CARDS—Teaches identification of continents and countries.
GRADE 3 thru 7

Available in Leading Department and Book Stores

MILTON BRADLEY COMPANY
SPRINGFIELD 2, MASSACHUSETTS

ALL M.B. TOP PAGE I GUESS
A SCHOOL AIDS BROCHURE.
(2)ND SELF EXPLANATORY (3RD) CAME WITH
A BOX OF BEEDS

PARQUETRY DESIGN BLOCKS

This is an educational play-game for school and home use. It may be played by one or more children in Kindergarten thru Grade Three, and special education classes.

The child may use the PARQUETRY DESIGN BLOCKS with or without adult supervision. The objective is twofold: (1) to encourage creative play, and (2) to teach color recognition and simple counting.

SUGGESTED USES:

PLAY-GAME FOR ONE CHILD:

1. Encourage free design making, using one or many colors.
2. Find and show a certain color of block.
3. Find and show a certain shape of block.
4. Find and show a certain number of blocks.
5. Find and show a combination of 2, 3, and 4 above. Example: 6 red diamonds.

PLAY-GAME FOR A GROUP:

A group of children may play all of the above games by either taking turns, or by starting on a signal, and the player to finish first, wins the round. Points may be awarded for each correct answer, and the player with the highest total at the end of the game is the winner.