

ZIMO'STM

EDUCATIONAL BOARD GAMES



Designed + Compiled by Professional Educators

Instructions on how to play the game - <https://www.youtube.com/@InterworldBoardGames>

ZIMO'STM

EDUCATIONAL BOARD GAMES

As Quoted

“IS A NEED NOT A LUXURY”

BENEFITS

TEACHERS - TEACHER ASSISTANTS - CHILDREN
Committed to the best for every child
in Grades R - 1 - 2 - 3 & 4



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Professional Educators**

LIFE SKILLS BOARD GAME FOR GRADES R – 1 and 2

The ZIMO'S™ Life Skills board game is thoughtfully designed to instill curiosity and a love of learning in Grade R - 1 and 2 students, encouraging them to investigate and comprehend essential life skills.

It brings together teachers, parents, families, and friends, providing meaningful opportunities for young minds to engage in fun and educational activities. While the game has a strong educational value, it also encourages friendship and social connections through play.

This board game is an ideal learning tool in low-resource communities, providing both fun and foundational skills, making it especially effective in social economic challenges and rural communities.

HOW DOES ZIMO'S™ LIFE SKILLS BOARD GAME BENEFIT THE LEARNER/S

INTERACTION

ZIMO's™ Life Skills Board Game enhances learners' interaction and social skills. ZIMO'S™ promotes confident and respectful communication skills among young learners.

Through play, they start to:

- Interact meaningfully with peers.
- Become team players.
- Understand the value of sharing.
- Think fast and make decisions.
- Most importantly, have fun!

READING DEVELOPMENT

The game's playing cards generate excitement and naturally encourage children to read. Their enthusiasm for the game makes reading enjoyable and rewarding from a young age.

NUMERACY AND COUNTING SKILLS

As students play, they are constantly counting and recognizing numbers. This repeated exposure increases familiarity with basic numeracy in an engaging and memorable manner.

LIFE SKILLS

Life skills play a key role in a child's development. The questions in the game are carefully designed to match the everyday experiences and routines of Grade R – 1 and 2 learners.

CHARACTERS

The board game features fun, cartoon-style characters that appeal to young children, encouraging them to stay engaged and eager to learn.

CLASSROOM FRIENDLY

ZIMO'S™ Life Skills Board Game fits easily into any Grade R – 1 and 2 classroom. It's not a distraction, but a fun and exciting way to support learning through play.

HOW THIS BOARD GAME HELPS LEARNERS

Language Development

- Build vocabulary and use the main language confidently
- Encourage learners to speak clearly
- Help learners feel comfortable asking and answering questions
- Support early reading by recognizing and identifying alphabet sounds
- Develop active listening and the ability to follow instructions
- Boost reading confidence

Early Math's Skills

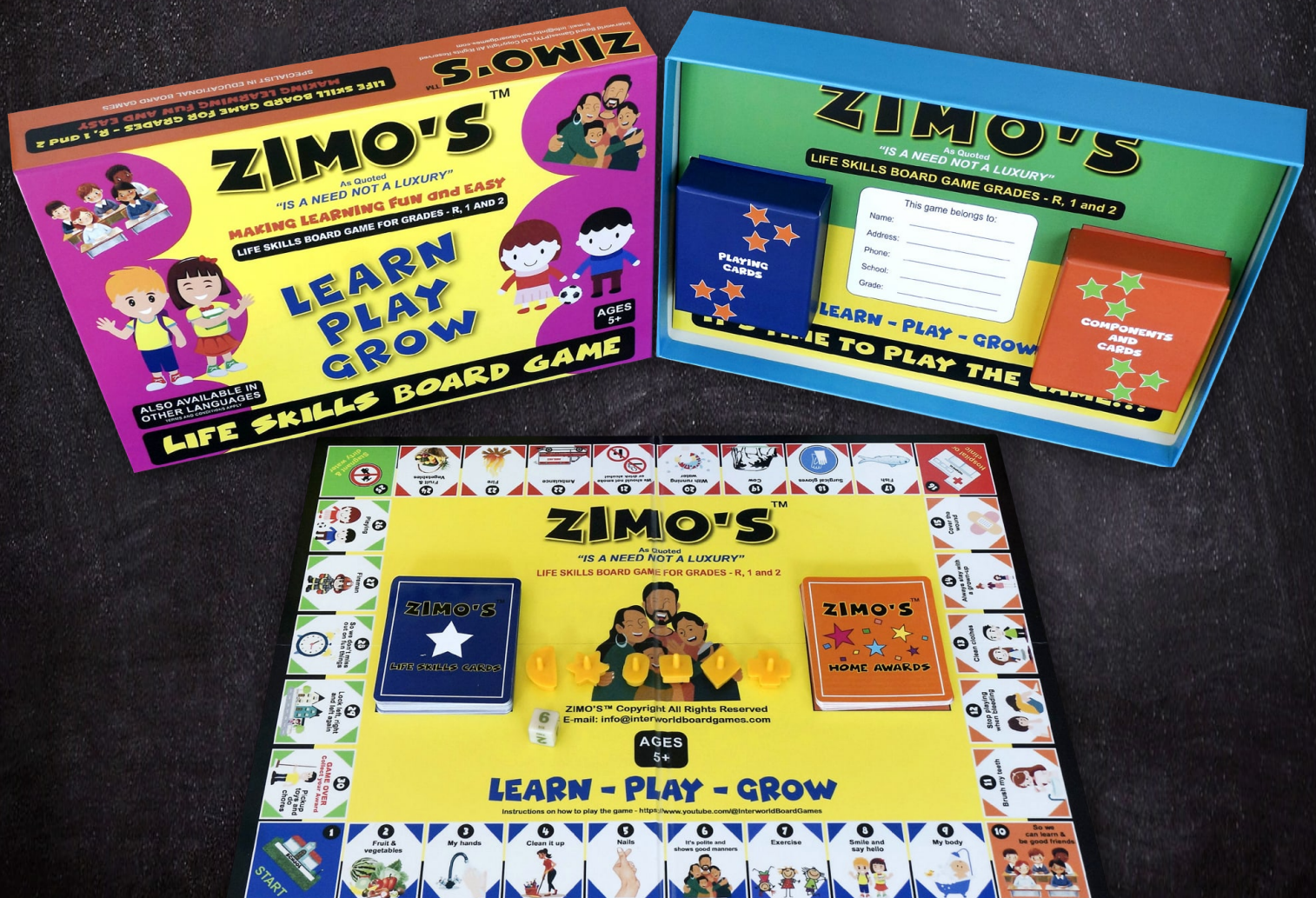
- Count forwards and backwards
- Recognise and name numbers
- Begin to memorise basic number sequences



GENERAL REMARKS

- HAVE FUN
- SHARE WITH OTHERS
- BE SELF-RELIANT
- SHOW INITIATIVE
- WORK AND PLAY WITH OTHERS
- BE HELPFUL
- BE RESPONSIBLE
- OBSERVE TO SOLVE PROBLEMS
- USE MEMORY TO SOLVE PROBLEMS
- TAKE OUT APPARATUS
- PUT AWAY APPARATUS
- FINISH TASKS
- SELF-CONTROL
- WILLINGNESS TO TRY
- WILLINGNESS TO TRY GAIN
- LEARN WHILE HAVING FUN

IT'S TIME TO PLAY THE GAME!!!



ZIMO'S™

GRADES 3, 4 and 5

ZIMO'S™ A Game That Inspires a New Generation

ZIMO'S™ was created with one clear purpose - to make a real difference in the lives of children who will one day shape the future of our world.

The idea for ZIMO'S™ came about after its creator, Abdul, witnessed firsthand how young children from social economic challenges and rural communities were struggling to keep up in school.

Many of them lacked the support they needed at home - not because their parents didn't care, but because some simply didn't have the tools, knowledge, or confidence to help their children learn effectively.

For many children, afternoons at home offer little in terms of stimulation or structure - especially during the cold winter months, whether it is at home or in school during break time. With limited options to reinforce what they learned in class, it's easy for them to forget key concepts by the next day. That's where ZIMO'S™ steps in.

After many years of research and development, testing, and refinement, ZIMO'S™ was born - an educational board game was designed to make learning both fun and meaningful.

It's not just for the classroom; it brings families and friends together in an engaging way that promotes active learning at home, too.

ZIMO'S™ has been successfully introduced in homes, pre-schools, and primary schools, receiving excellent feedback for its positive impact on children's learning and development. (Refer to testimonial brochure). With its proven results,

ZIMO'S™ is a necessity in classrooms - bringing fun, education, and connection to children around the world, in every school and home, creating happy families, happy teachers, happy children the world over.



ZIMO'STM

As Quoted
"IS A NEED NOT A LUXURY"

MAKING LEARNING FUN and EASY

LIFE SKILLS BOARD GAME FOR GRADES - R, 1 AND 2



**ALSO AVAILABLE IN
OTHER LANGUAGES**

TERMS AND CONDITIONS APPLY

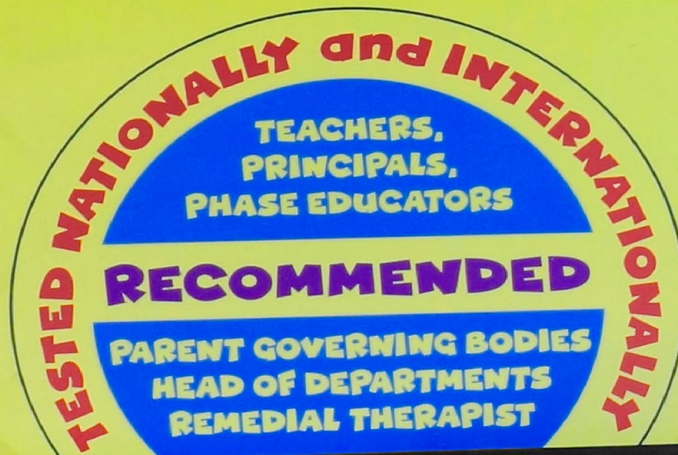
LEARN PLAY GROW

LIFE SKILLS BOARD G

ZIMO'STM

As Quoted
"IS A NEED NOT A LUXURY"

**NUMBERS & SUMS & GENERAL KNOWLEDGE BOARD GAME
FOR GRADES - 2, 3 & 4**



**ALSO AVAILABLE IN
OTHER LANGUAGES**

TERMS AND CONDITIONS APPLY

**AGES
6 - 8 +**

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AGES 5+

AME



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"IS A NEED NOT A LUXURY"

MAKING LEARNING FUN and EASY

**LIFE SKILLS BOARD GAME
FOR GRADES - R, 1 AND 2**



**LEARN
PLAY
GROW**



AGES 5+

LIFE SKILLS BOARD GAME

ALSO AVAILABLE IN
OTHER LANGUAGES
TERMS AND CONDITIONS APPLY

ZIMO'S™

As Quoted
"IS A NEED NOT A LUXURY"

**LIFE SKILLS LETTERS & WORDS BOARD GAME
FOR GRADES - 2, 3 & 4**

TESTED NATIONALLY and INTERNATIONALLY

TEACHERS,
PRINCIPALS,
PHASE EDUCATORS

RECOMMENDED

PARENT GOVERNING BODIES
HEAD OF DEPARTMENTS
REMEDIAL THERAPIST

**ALSO AVAILABLE IN
OTHER LANGUAGES
TERMS AND CONDITIONS APPLY**

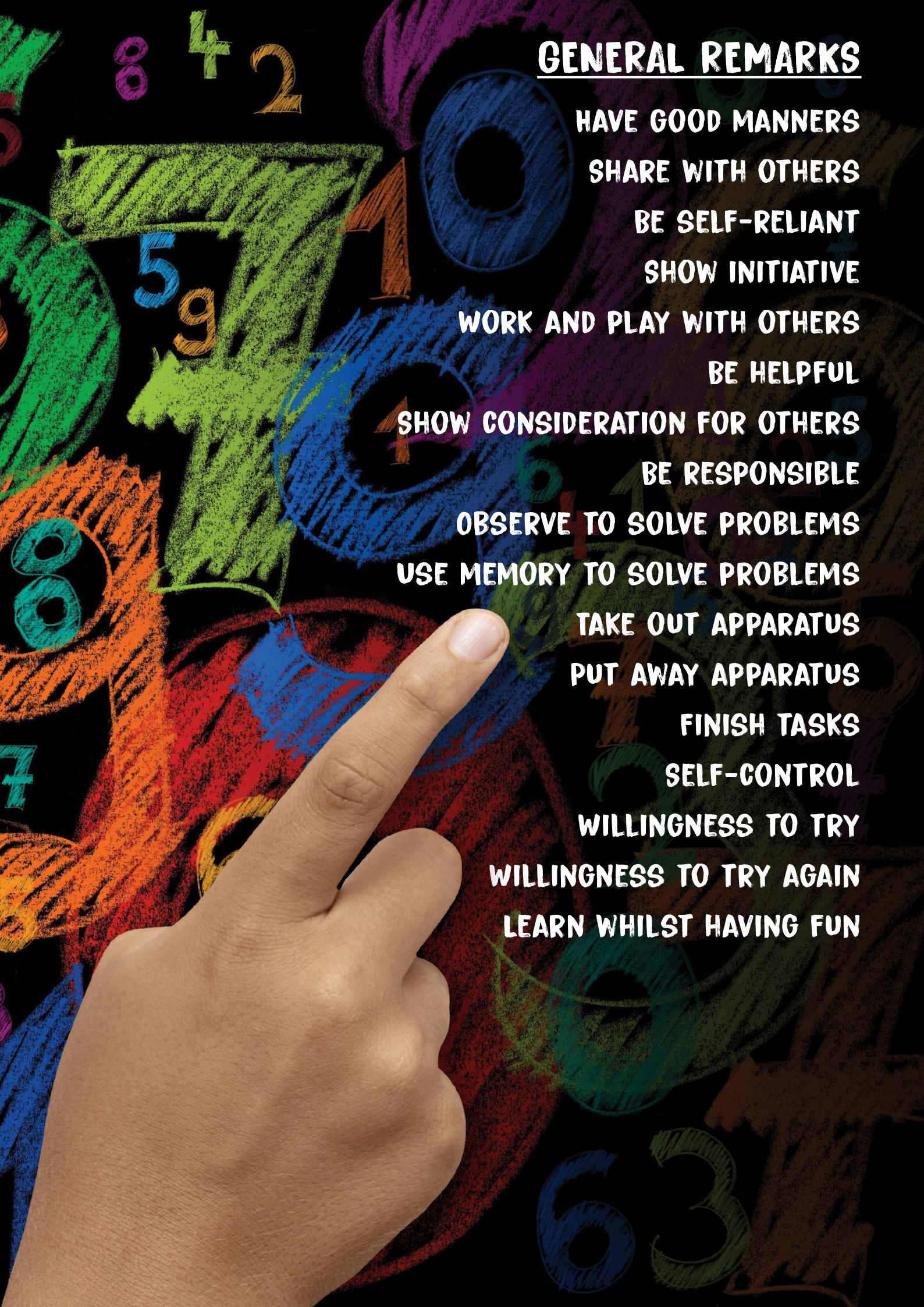
AGES 6 - 8 +

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ELEMENTARY MATHS

- COUNT FORWARDS
- COUNT BACKWARDS
- RECOGNISE NUMERALS
- WRITE NUMERALS
- RECOGNISE SYMBOLS
- KNOW LESS / MORE THAN
- KNOW EQUALS TO
- HALVING
- DOUBLING
- GROUPING
- SET OUT WORK LOGICALLY
- DO ADDITION
- DO SUBTRACTION
- SHOW 0 TO 5
- SHOW 0 TO 10
- SHOW 0 TO 20
- DO MENTAL SUMS
- KNOW SHAPES



A hand with a light skin tone is pointing its index finger towards the list of general remarks. The background is a dark, textured surface covered with various colorful numbers and shapes drawn in a chalk-like style. The numbers include 8, 4, 2, 5, 9, 1, 10, 6, 3, 7, and 0. The shapes include circles, triangles, and irregular polygons. The colors are vibrant, including green, blue, orange, red, and purple.

GENERAL REMARKS

HAVE GOOD MANNERS

SHARE WITH OTHERS

BE SELF-RELIANT

SHOW INITIATIVE

WORK AND PLAY WITH OTHERS

BE HELPFUL

SHOW CONSIDERATION FOR OTHERS

BE RESPONSIBLE

OBSERVE TO SOLVE PROBLEMS

USE MEMORY TO SOLVE PROBLEMS

TAKE OUT APPARATUS

PUT AWAY APPARATUS

FINISH TASKS

SELF-CONTROL

WILLINGNESS TO TRY

WILLINGNESS TO TRY AGAIN

LEARN WHILST HAVING FUN

HOW DOES ZIMO'S™ BENEFIT THE CHILD?

HOW ZIMO'S™ HELPS CHILDREN GROW, LEARN, AND CONNECT

ZIMO'S™ was designed with the real needs of young children in mind. It's more than just a game, it's a valuable tool that supports development in a fun, practical, and inclusive way. Here's how ZIMO'S™ makes a real difference in a child's life.

1. ENCOURAGING HEALTHY INTERACTION

From an early age, children need to learn how to connect with others-ZIMO'S™ creates that space.

Through gameplay, they naturally begin to engage in meaningful ways:

- **Building Social Confidence:** Children learn how to express themselves and listen to others with respect.
- **Teamwork and Cooperation:** They begin to understand the importance of working together, waiting their turn, and supporting one another - skills essential for both school and life.
- **Sharing and Fair Play:** By taking part in the game, kids develop a sense of fairness and the value of sharing.
- **Sharpening Mental Skills:** Fast-paced thinking and adapting to new information are key elements, helping children stay mentally alert.
- **Boosting Focus:** The game keeps children engaged, strengthening their ability to concentrate for longer periods.

Most importantly, they enjoy it! Children have fun while learning - making the experience memorable and effective.

2. BUILDING STRONG READING SKILLS

ZIMO'S™ includes specially designed playing cards that encourage reading in a natural, pressure-free environment. Children practice reading out loud, recognizing words, and understanding meaning—without even realizing they're learning. Over time, this builds confidence and helps lay a strong foundation for literacy.

3. LEARNING MATH THROUGH PLAY

The "Numbers and Sums" section of the game introduces children to basic math concepts like counting, addition, and subtraction. Instead of rote memorization, children are gently guided into thinking about numbers through exciting and relatable challenges. This makes mathematics less intimidating and far more enjoyable.

4. GROWING GENERAL KNOWLEDGE

The "General" category of ZIMO'S™ cards was carefully crafted to broaden a child's understanding of the world. Through questions and prompts, children are introduced to age-appropriate facts and ideas that stimulate curiosity and conversation.

Whether it's identifying everyday objects, recognizing local wildlife, or understanding simple geography, they're expanding their knowledge base in a natural, engaging way. ZIMO'S™ blends education with excitement, offering a well-rounded experience that brings families, teachers, and children together. It's not just about what the child learns during the game - it's about the confidence they carry forward, the friendships they build, and the lifelong love of learning they begin to develop.



5. EXPLORING LETTERS AND WORDS THROUGH PLAY

Language is one of the first tools a child uses to connect with the world around them - and ZIMO'S™ helps strengthen this vital skill in a gentle, engaging way.

The “**Letters and Words**” section of the game has been thoughtfully created to support early literacy. These cards are designed to:

- **Help children recognize letters of the alphabet** - both upper and lower case by repeatedly exposing them in a fun, hands-on format.
- **Encourage word building:** As they play, children begin to piece together letters to form familiar and relevant words, reinforcing early spelling.
- **Grow vocabulary:** With every round of play, new words are introduced and repeated, helping children absorb language naturally.
- **Support pronunciation:** Reading aloud during gameplay encourages clear speech and builds confidence in verbal expression.

This part of ZIMO'S™ doesn't just teach reading - it gives children the building blocks of communication in a way that feels like play, not schoolwork. Whether they're sounding out letters or matching words with images, they're developing literacy skills without pressure or boredom.

6. TEACHING LIFE SKILLS THAT MATTER

Academic skills are just one part of a child's development - but equally important are the values and social understanding that shape how they live and interact with others. That's where the “**Life Skills**” cards in ZIMO'S™ make a real impact.

These cards were created to guide children through lessons that go beyond books:

- **Instilling respect** for themselves, others, and their environment.
- **Teaching responsibility**, such as helping at home, caring for belongings, or keeping promises.
- **Understanding kindness**, honesty, sharing, and empathy - all essential traits for positive relationships and strong character.
- **Developing independence**, including making simple decisions, solving problems, or learning to think for themselves in safe, guided ways.

By weaving these vital life lessons into the game, ZIMO'S™ helps children grow not just academically, but emotionally and socially. It opens the door to conversations that might not happen in a classroom or at home otherwise - and it does it in a way that feels natural and fun. Together, “**Letters and Words**” and “**Life Skills**” ensure that ZIMO'S™ supports the whole child - mind, heart, and character. It's a game that prepares children not just for school, but for life.

WHERE WILL ZIMO'S™ HELP THE CHILD?
LETTER AND WORDS / LIFE SKILLS

- KNOW THE SEASONS .
- LISTEN ATTENTIVELY .
- FOLLOW DIRECTIONS CAREFULLY .
- CONVEY MESSAGES .
- KNOW SIGHT WORDS .
- READ FLUENTLY .
- ANSWER QUESTIONS ORALLY OR IN WRITING .
- SPELLS CORRECTLY WORDS OFTEN USED .

