

# **bilibo®**



## **learning by playing**

We believe that open-ended play is essential for a healthy physical, social and intellectual development of children. Through play they learn and grow up to become creative, confident adults and excellent problem solvers.

All parts of the Bilibo family are based on extensive research into the playing behavior of preschool children and have been developed in consultation with leading experts for child development. They have won many international awards for their innovative design and play value.

The open-ended toys engage the imagination and natural curiosity of children and encourage a wide range of play activities, indoors and outdoors, all year round.

Teachers and therapist working with children will find many areas where the Bilibo toys offer great opportunities to train specific skills in a playful, entertaining way both in larger groups or when played solo.

Please visit [www.bilibo.com](http://www.bilibo.com) for in depth information and reports from teachers and therapists working with Bilibo. You are also encouraged share your own experiences with these play objects and how you use them in your respective area on our Facebook page: [www.facebook.com/bilibo](http://www.facebook.com/bilibo).

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## **physical development and motor skills**

Playfully children train agility and many basic motor skills while they play. Rocking, spinning and balancing in or on the shells help develop gross motor coordination, balance and reactions. With the Bilibo Mini and Pixel, fine motor skills and hand-eye coordination are promoted when assembling or stacking them, in games where you throw and catch chips with the shells or when you flick them with a finger and aim for a Bilibo as target.

## **sensory stimulation**

Bilibo toys help develop the senses in many different ways. The unusual shapes and vibrant colors, the different textures and surfaces provide visual and tactile stimulation. The shells can be turned into sound instruments and combined with elements and objects like sand, water or marbles.

Balancing and spinning in the shells is a great way to stimulate the vestibular and proprioceptive systems which play a key role in the development of the brain and reading and writing skills in particular.

## **role and pretend play**

The open-ended nature of Bilibo toys turns them into perfect accessories and versatile props for role and pretend play. The abstract objects trigger the imagination and children will use and interpret the toys in ever new ways. Using one thing to represent another during play lays important foundations for the later use of abstract symbols, such as letters and numbers.

## **social competence**

Bilibo toys encourage playing in groups. Especially the Mini Bilibo together with the dice and the chips can be used for many social games where the children make up and negotiate the rules and develop story lines together with their playmates. A teacher or parent may introduce children to classic games that can be replayed with the chips and Bilibos as game pieces, play currency, targets or home bases.

## **functional and constructive play**

Learning about cause and effect and other physical principles is an important element of play. Children examine the functional properties of objects and materials. What is stable and what is instable when stacking objects for instance. Playing and building with sand or snow. Pouring water. Bilibo toys provide countless opportunities to experience and explore many basic laws of nature. Like three-dimensional puzzle pieces, two shells can be joined to form a sphere with a big smile.

## **confidence and self esteem**

Open-ended toys let children play and learn at their own pace and on their terms. The less they feel like they have to learn something, the more sustainable is the learning effect. Adults and teachers should only provide subtle inputs and guidance, otherwise the activity will stop feeling like play to children. Bilibo toys give children the opportunity to become inventors themselves and the satisfaction to have imagined and created their own games.

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