

A school of red fish swimming in blue water. The fish are stylized with simple outlines and are swimming in various directions. The background is a textured blue with some white speckles.

Educational Tools. Catalogue

Inspired around the
17 Sustainable Development Goals

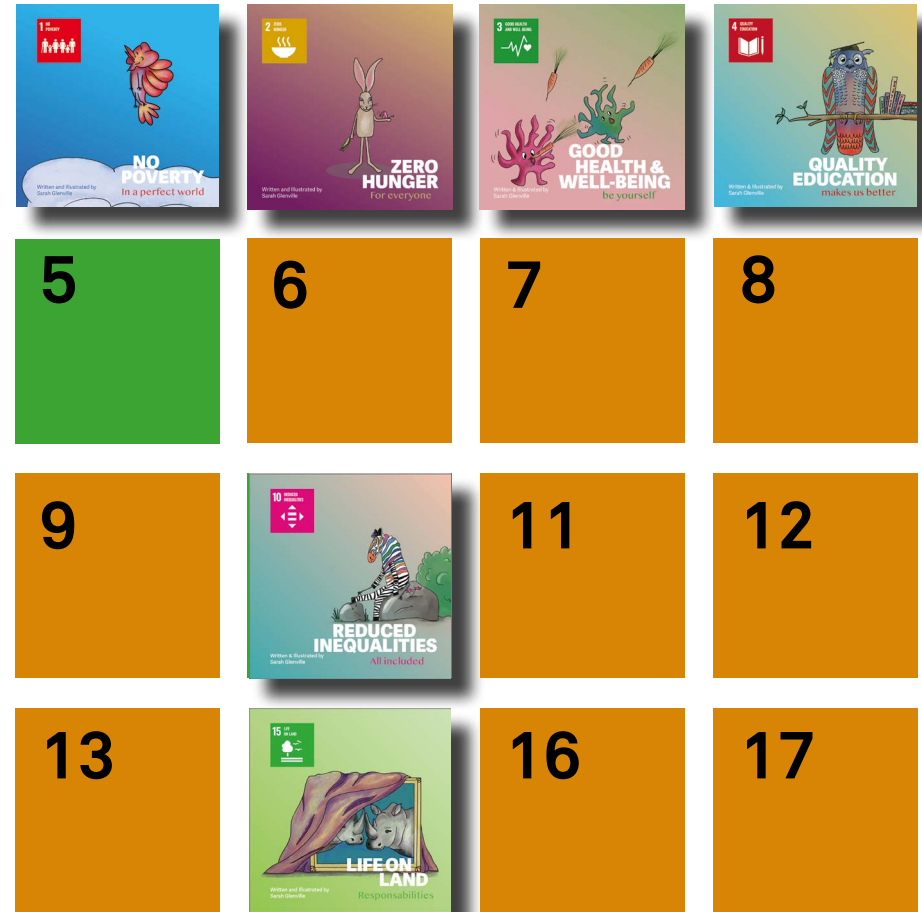
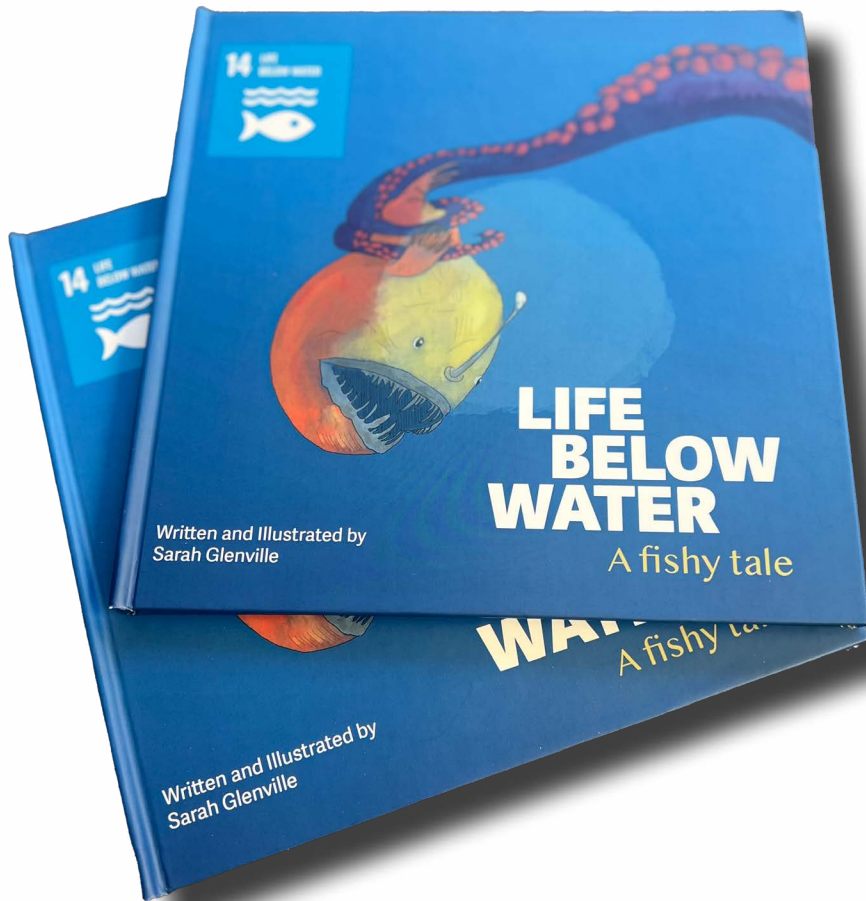
Contents


- **Picture Books**
- **Colouring Books**
- **Activity Books**
- **Arts and Crafts Poster**
- **Flash Cards**
- **Games**
- **Stationary**
- **Future Projects**

PICTURE BOOKS



17 Picture books are coming out one by one sporadically to create anticipation.



 Available 2024

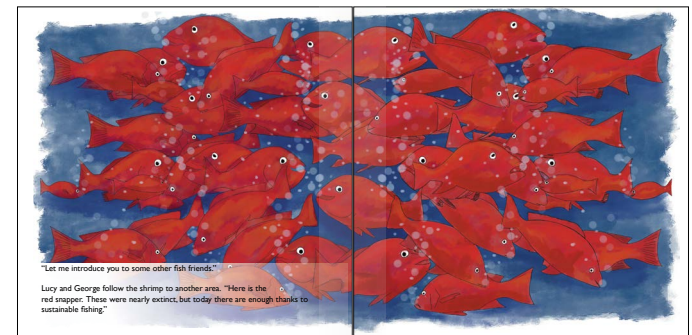
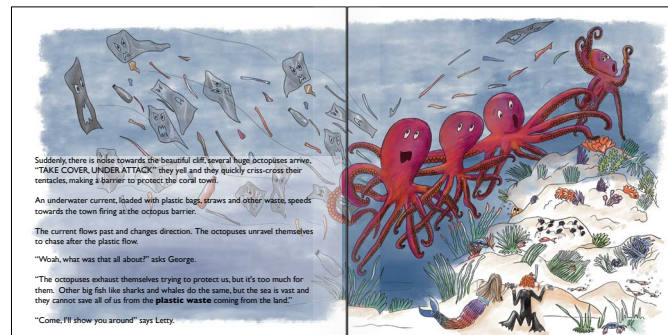
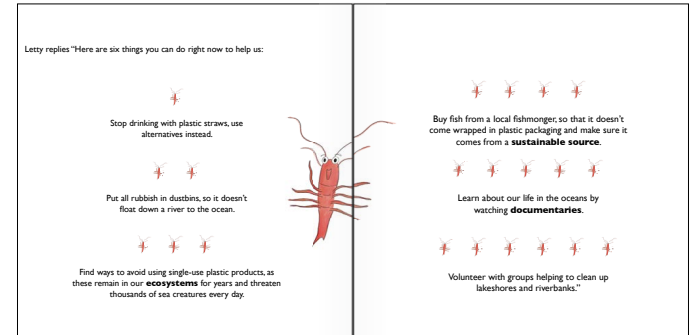
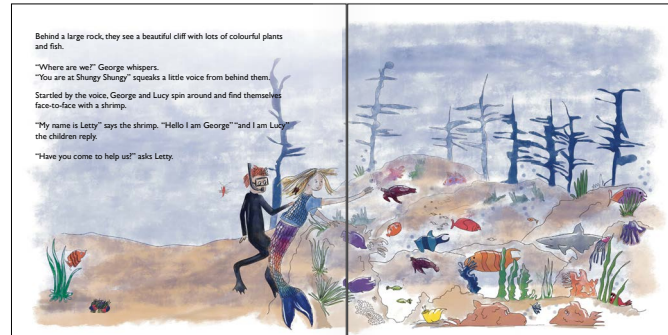
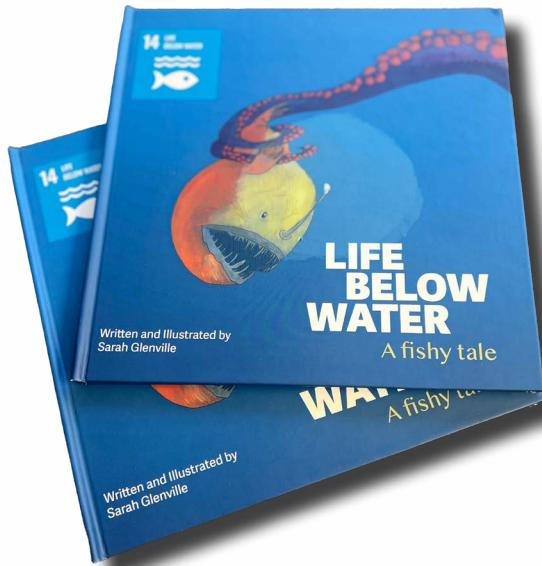
 Available 2025

Available in English, French and Spanish



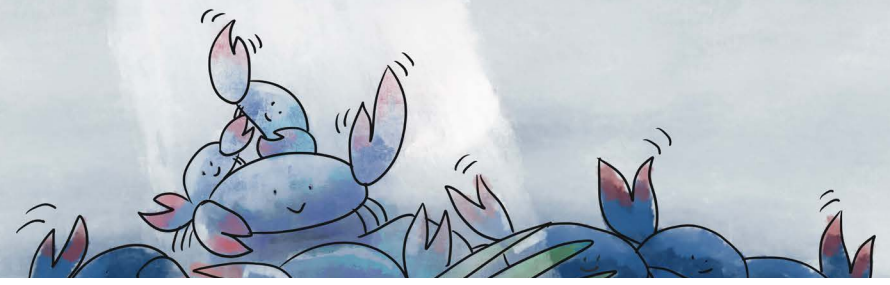
PICTURE BOOKS

Square format 21x21cm
 Hard cover book
 Full coloured illustrations
 Suggestions to help
 New words to learn
 Questions to discuss



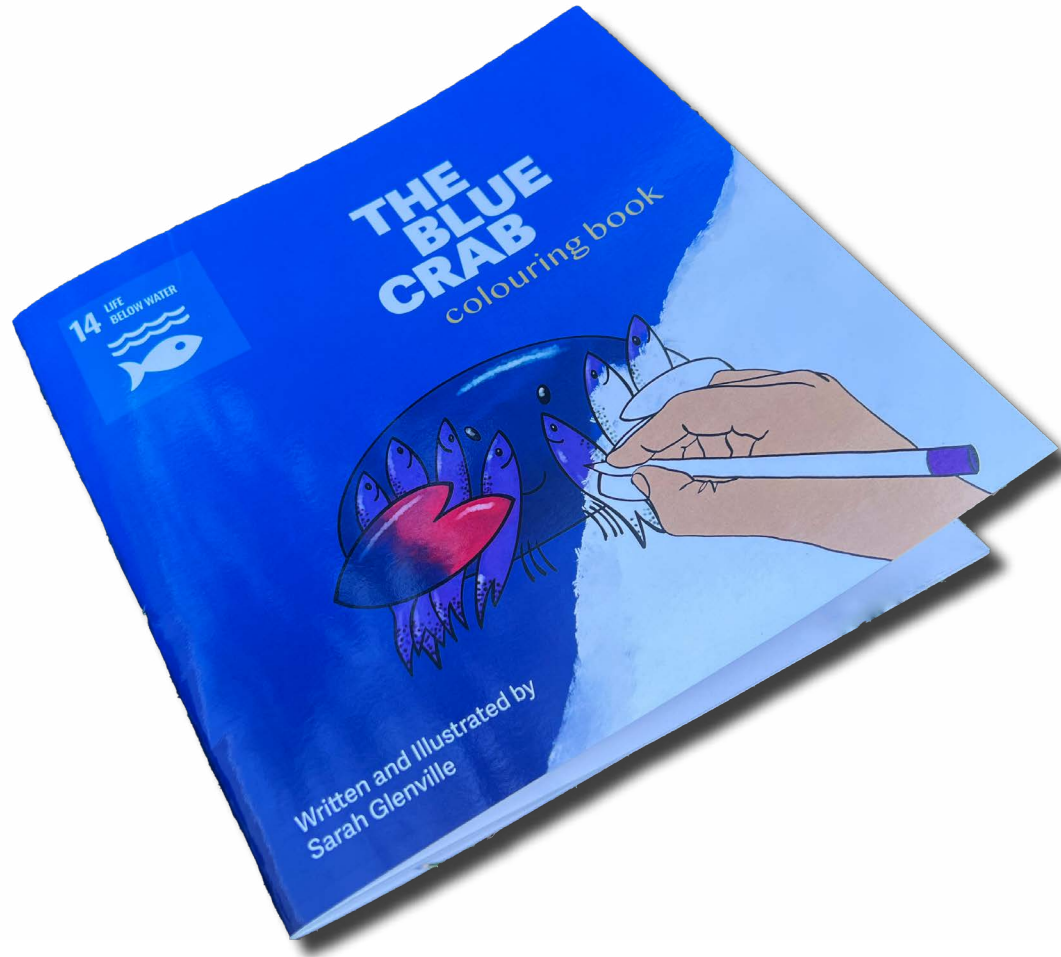
Sample pages inside book title "Life Below Water, A fishy tale"

COLOURING BOOKS

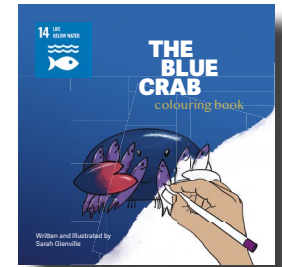


Using book No. 14 as an example

Book size 21 x 21 cm



Front cover



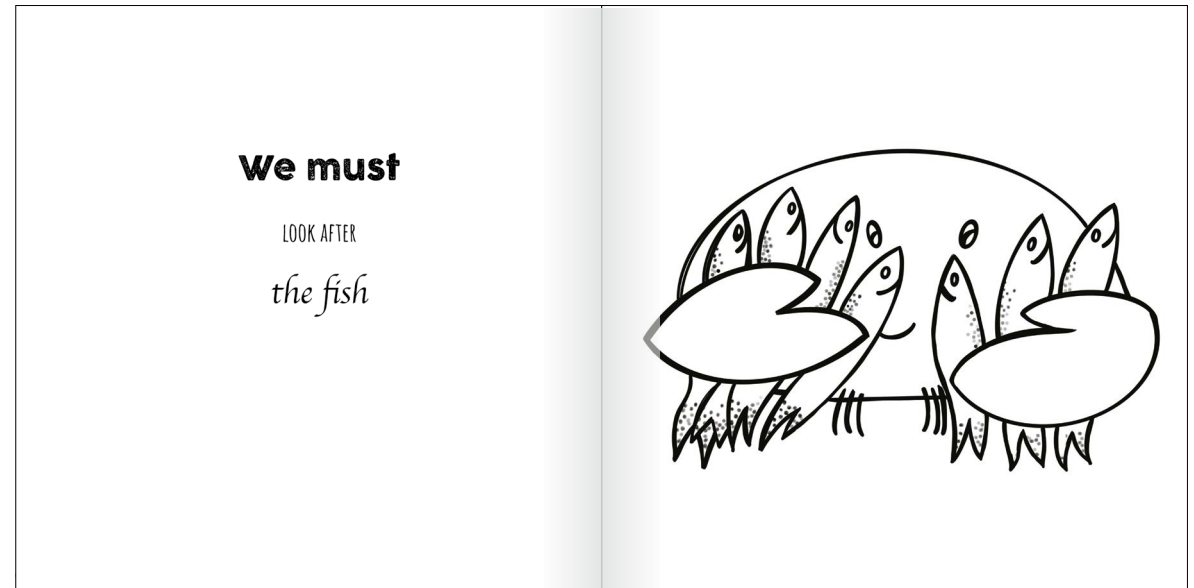
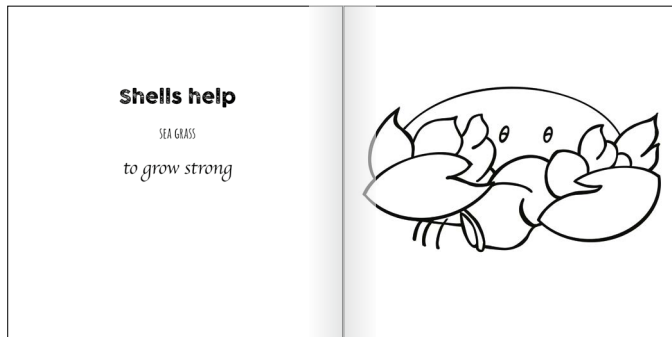
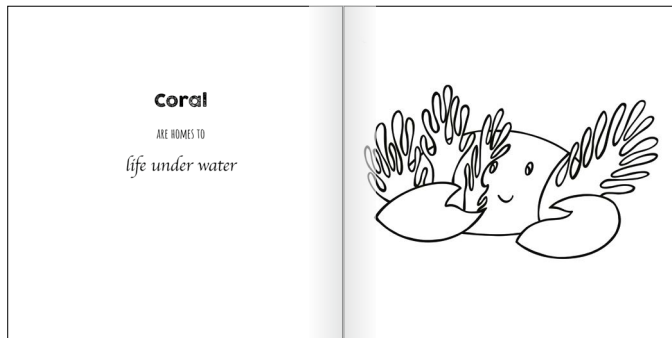
Back cover



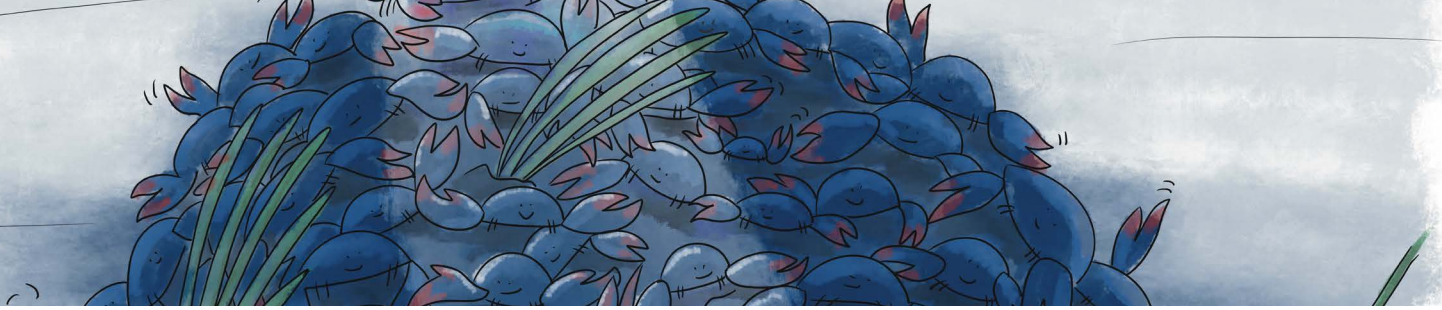
COLOURING BOOKS



Using book No. 14 as an example - inside



ACTIVITY BOOK

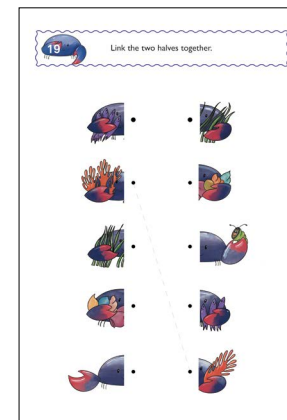
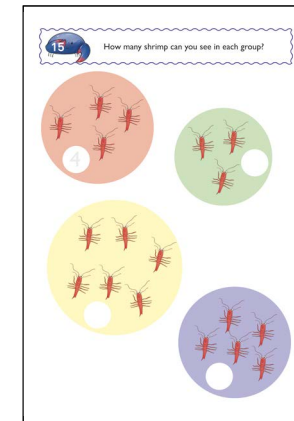


Using book No. 14 as an example



50 learning activity games

sample pages

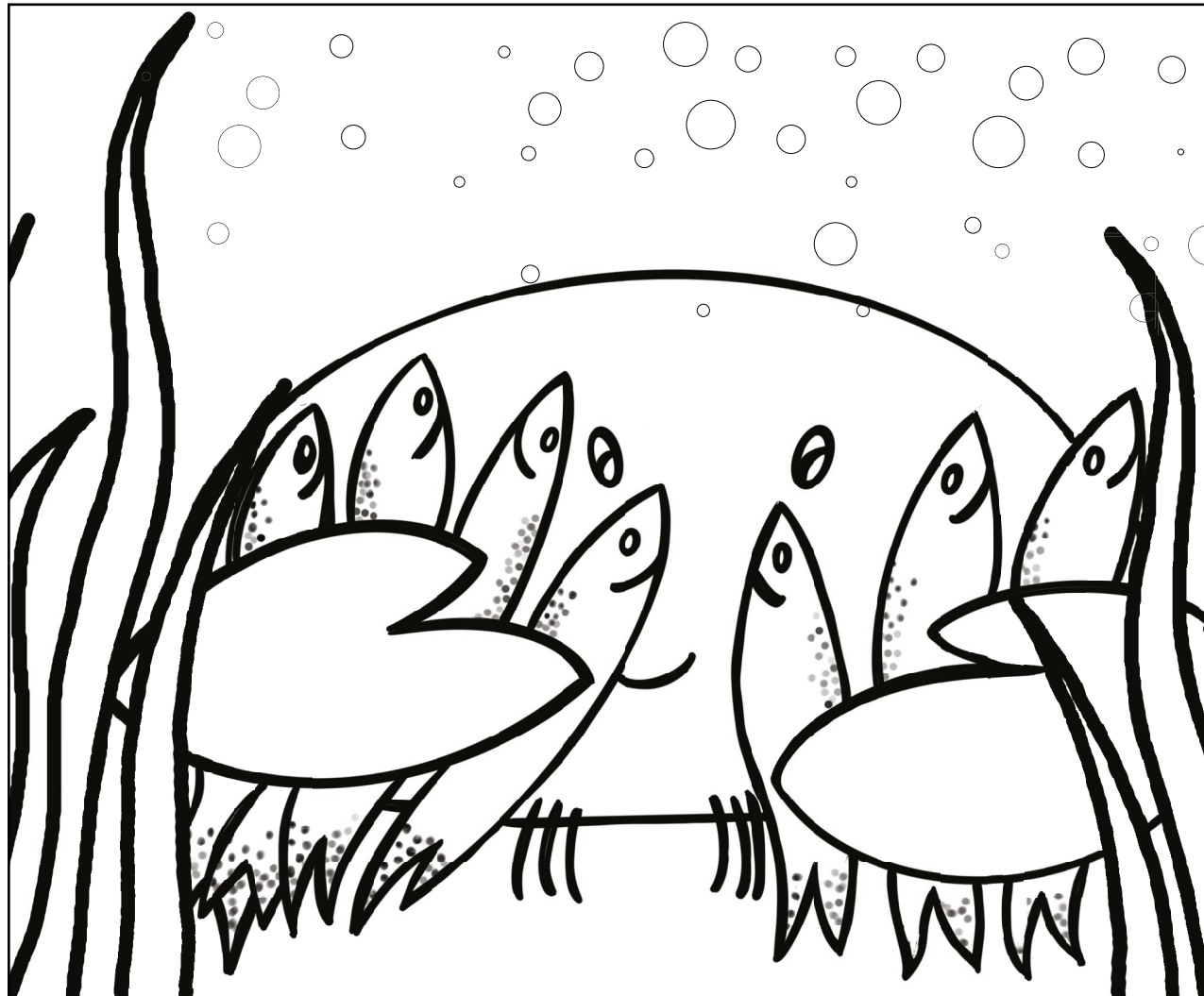


ARTS AND CRAFTS POSTER



Using book No. 14 as an example

Collect some plastic waste, cut and decorate the poster as a group, including a free A3 Pdf to print out for individual use



FLASH CARDS



Using book No. 14 as an example



WHERE SHOULD YOU THROW THE SINGLE-USE PLASTIC AWAY?

- a) On the floor?
- b) Leave it on the table?
- c) In a waste bin at home?
- d) In a waste bin in the street?
- e) Let it blow away in the wind?
- f) In a recycling bin?

GHOST GEAR



GUESSING GAME

- 1) The educator takes a card and asks the children to guess what she/he is miming.
- 2) The winner then comes to the front of class and repeats with a new card.

- Pass this card around or put in centre so that the children can see and take note of the choices of image, word or letter/number to indicate the response. Depending on classroom rules the child can either call out or mark on a paper and lift their hand in the air.
- | | |
|-----------------|------------------|
| 1) Lantern fish | a) Coral |
| 2) Octopus | b) Sea Grass |
| 3) Red Snapper | c) Plastic waste |
| 4) Blue Crab | d) Ghost Gear |
| 5) Turtle | e) Fishmonger |
| 6) Shrimp | f) Shells |
- Let's start, pick a card and keep it secret.



1
Lantern Fish

GAMES



Using book No 14 as an example



3-6 players

Object to game is to collect the most 4 of each family.

1. Give 5 cards to each person. Lay the rest upside down in a pile.
2. Choose who starts the game. They ask any person for a family member they would like. The other person has to hand it over if they have it. If they do not have it then the player picks up a new card.
3. The next person on the left continues.
3. The winner is the one with the most families.
4. A few odd family members are in the mix that are having difficulty to survive, this is to initiate conversations.



GAMES



Using book No 14 as an example

Puzzle 1000 pcs

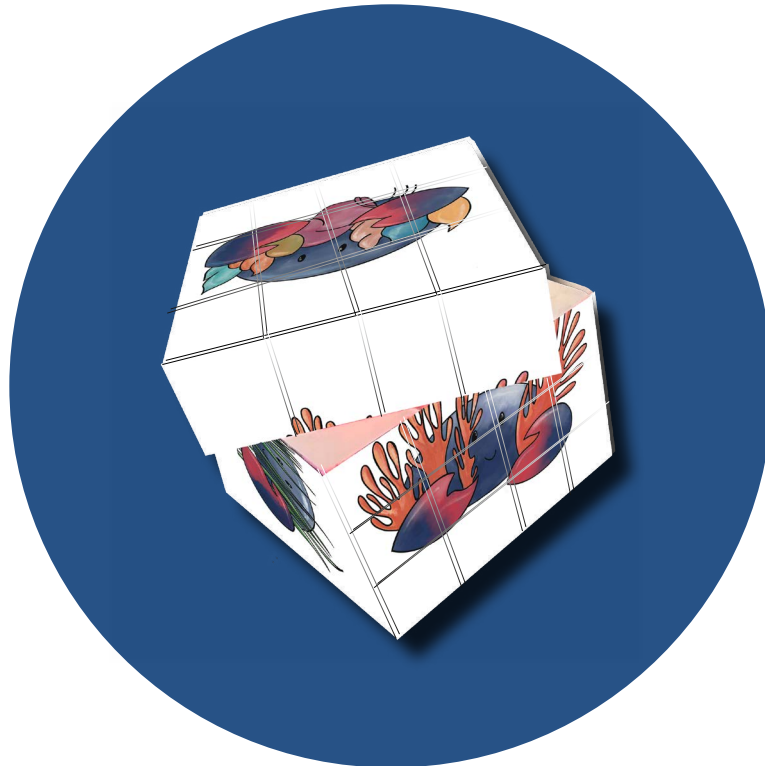


GAMES



Using book No 14 as an example

Crab cube Puzzle



STATIONARY



Using book No 14 as an example

Note pad (lined, dots, blank)



Planner undated, including note paper and habit tracker





Thank you for your visit!

LET'S FIND SOLUTIONS TOGETHER!

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Books printed in Europe

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