

LUDI



HEADU

CO





LUDI

Made in Italy 



We care about the environment and we want to concretely contribute to the safeguard of natural resources for future generations. This is why our company is FSC® certified: all products eligible for this mark are made with paper, cardboard and wood coming from sustainable forest management and follow strict environmental, social and economic standards. All sources are controlled and guaranteed.

Contact us for more details on our FSC logo use.

Education is a beautiful game!

Headuco believes in a better world where people can discover and promote their talents through play. Headuco creates innovative, high-quality projects which combine play with education.



Our Values

Our offering follows a system of values inspired by excellence, accuracy and passion: this involves game design, education, editing and materials.

Game Design

We guarantee a pleasant yet intense gaming experience which consumers will want to repeat by playing over and over again.

Education

Our games genuinely lead to the stated educational goals and prepare people to take on the challenges of the future.

Editing

We offer editorial content which is thorough, functional and, at the same time, in good taste.

Materials

We use lots of interesting, high-quality materials which guarantee multiple sensory experiences.

HeaduLab

We have a cutting-edge lab which supports product innovation through constant research and experimentation, allowing the company to frequently position itself as a first mover.



Made in Italy

We manufacture our products in Italy, combining artisan skills and industrial expertise with the goal of creating reliable, safe and durable products.

Made in Italy 



Professional Teaching Games

Method

Natural Intelligences

Each child has their own particular combination of potential biological intelligences at birth: catching these characteristics at an early age allows the educator to use and exploit the most appropriate mindsets as the best channels for transmission of skills and knowledge.



PERSONAL



LINGUISTIC



MUSICAL



**BODILY-
KINAESTHETIC**



SPATIAL



**LOGICAL-
MATHEMATICAL**



NATURALISTIC

In his theory of Multiple Intelligences, American psychologist Howard Gardner asserts that there is not a single form of intelligence, but rather each person has access to multiple ways of thinking from birth – multiple intelligences, which are independent of each other. Biologically present in everyone, even if in different ways, these intelligences actually take shape in a favourable cultural setting, in other words in an anthropological context able to bring them out and let them be appreciated.



Howard Gardner (photo above) taught cognitive science and educational psychology at Harvard University.

Skills Menu

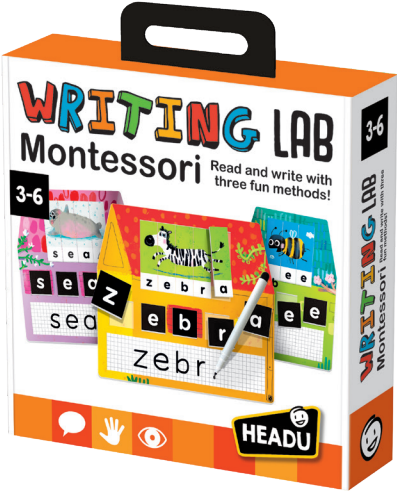
Developing the different intelligences through the acquisition of a wide yet streamlined range of skills and knowledge, both horizontally, taking in the basic symbolic and notational systems and the most useful and emerging disciplines, and vertically, focusing the approach on the founding cores of each area of knowledge.

 IDENTITY AND AUTONOMY	 LISTENING AND SPEAKING
 SOCIALISATION	 READING AND WRITING
 CITIZENSHIP AND RESPECT	 LINGUISTIC CREATIVITY
 WORLDS IN COMPARISON	 THE ENGLISH LANGUAGE
 MYTHS AND LEGENDS	 LOGICAL THOUGHT
 TOUCH AND MANUAL SKILLS	 NUMBERS AND QUANTITIES
 CREATIVE MANUAL SKILLS	 CODING AND INFORMATION TECHNOLOGY
 EXPRESSIVITY AND ACTING	 THE SCIENTIFIC METHOD
 BODILY COORDINATION	 CYCLIC AND LINEAR TIME
 MEMORY, SHAPE AND COLOUR	 ENVIRONMENT AND SUSTAINABILITY
 SPACE AND ORIENTATION	 LIVING MATTER
 FIGURATIVE ARTS	 MATTER
 DIVERGENT THINKING	

The skills menu is divided into 30 macro-containers. Each macro-container falls within a “prevailing” area of intelligence; naturally, mastering one skill actually involves and activates other intelligences. The skill symbol is shown on every box.

Oriented Devices

Using play as an elite means of transmission of skills. Play has the potential to form the true core driver of children’s activities, while at the same time lending itself to focusing both on the acquisition of specific skills and the particular use of given channels of intelligence.



The Headu method involves “didactic devices” oriented towards the acquisition of specific skills by setting in motion an adaptive process: through play, children activate their intelligences in order to resolve more or less complex situations. Their efforts, motivated by the game, will lead them to develop new skills and expertise.

Natural Intelligences



Personal Intelligence

Interpersonal intelligence is found in individuals who have good self awareness and awareness of their feelings and emotions. Interpersonal intelligence is observed in people able to understand the feelings, emotions, fears, desires and needs of others.



Linguistic intelligence

Linguistic intelligence is typical of people who creatively use a rich and varied vocabulary, and express themselves clearly and relevantly both in speech and writing.



Musical intelligence

Musical intelligence manifests itself in the ability to discriminate between the pitch of sounds, harmonic constructions and variations in tone and timbre, and the ability to reproduce or invent rhythmic structures.



Naturalistic intelligence

Naturalistic intelligence manifests itself in a particular sensibility towards nature, the environment and living things. This sensibility leads them to recognise and classify the variety of the surrounding world in great detail.



Bodily- kinaesthetic intelligence

Bodily-kinaesthetic intelligence belongs to gymnasts and footballers, but also jewellers and actors, in other words those who are able to control and co-ordinate their movements, mime and gesture widely and accurately.



Spatial intelligence

Spatial intelligence is typical of those who perceive and easily memorise simple and complex forms, remember the exterior appearance of objects and possess a good sense of spatial orientation.



Logical- mathematical intelligence

Logical-mathematical intelligence is used to rapidly carry out calculations and solve problems through logical reasoning. It is typical of people who develop problem-solving strategies, who have abstraction skills and who know how to generalise concepts.

Games by Professionals

Headu offers beautiful, useful and fun didactic games and books whose quality is recognised by the best educational professionals.

Our Scientific Committee

Lecturers, educational psychologists, expert educators and teachers work in close partnership with Headu's writers and editors.





**Baby
Educational
Games**

EN26883 **BEST SELLER**

Tactile and Phonics Alphabet Montessori Flashcards

Read, touch and listen

Learning to read and write is easy with these special tactile cards: children can pronounce the words, match the first letters of the words to the pictures, and then trace the sand-papered letters with their finger.

Recognize the alphabet

Link pictures to phonemes

Read first words

Use sense of touch



5/\$8.00



**TACTILE
LETTERS**



EN24650 **BEST SELLER**

Emotions and Actions Montessori Flashcards

Multi-activity cards

Play multiple educational games with this set of flashcards: recognize emotions, facial expressions and everyday actions by observing the pictures of the boys and girls. Have some fun mixing them up to make funny faces!

Recognize and express emotions

Recognize everyday actions

Extend vocabulary

Boost imagination



5/\$8.00





EN57533

Montessori Flashcards First Animal Encyclopedia

**Discover the animals
and their typical environments**

A real encyclopedia for small children! With the large illustrated cards, children learn about animals and the characteristics that make them unique.

Discover the animals and their typical environments

Recognizing and classifying animals

Observing natural characteristics

Learning the names of animals



EN54327

Discover Montessori Flashcards

Learn words and numbers

Thirty-six large cards, for different progressive educational activities that get children used to listening and recognizing a large number of words.

Listening and understanding

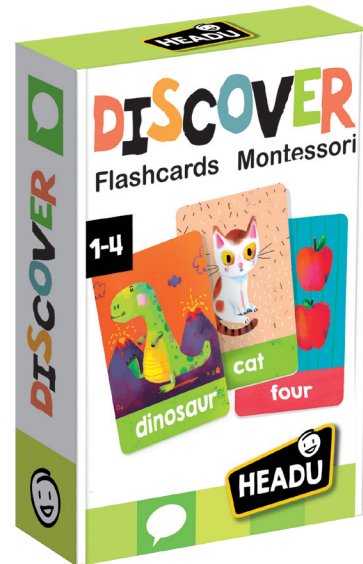
Correctly pronouncing words and memorizing them

Learning the alphabet

Learning the numbers one to ten



5/\$8.00



MU27859 **BEST SELLER**

Flashcards Colors Montessori

A colour spectrum for little ones!

Red, yellow, blue... Explore the full color spectrum, sort by individual color and by the varying shades within each one.

Color perception and recognition

Shade recognition and sorting

Link colors to things in real world



5/\$8.00



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MU23738 **BEST SELLER**

Montessori Tactile Flashcards

Observe, touch, feel!

Is it prickly, rough, woolly or smooth? Touch the tactile tiles and link each surface to the matching image.

Play with sense of touch

Recognize surfaces

Classify objects

Expand vocabulary



5/\$8.00



**SPECIAL CARDS WITH
TACTILE SURFACES**





EN22700 **BEST SELLER**

Montessori Baby Flashcards

Listening to and pronouncing your very first words

With special slotted shapes, these flashcards activate various sensory channels and, thanks to the Montessori method of the three times, favor the listening and comprehension of the first words and of other concepts, in a natural and spontaneous way.

Listening and comprehension

Memorization and pronunciation of the first words

First dictionary

Classification and recognition of shapes



5/\$8.00



MU23813

Flashcards Baby logic

Mums and their little ones!

Playing with these special flashcards, children link animals to their young then put the pieces together to assemble a large scene with animal shapes.

Make connections

Learn to classify

Recognize animals

Build vocabulary



1-3



5/\$8.00



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DOUBLE-SIDED
CARDS



EN26906 **BEST SELLER**

Flashcards Little Boards Read and Write

My first reading and writing experiences

First experiences with reading and writing on large whiteboards! On one side they see the phonemes and match them to the first letter of the word; on the other, they practice writing, tracing the words using the dry-wipe pen.

Writing first words

Reading first words

Fine motor skills



5/\$8.00



POP57922

17,71 x 21,25 x 18,11 in

Wooden Display Flashcards



I Free Display with 40 Flashcards

RECOMMENDED ASSORTMENT

Code	Product Title	Quantity	Net Price	Amount
EN26883	Montessori Flashcards Tactile and Phonics Alphabet	5	\$ 8.00	\$ 40.00
EN24650	Flashcards Emotions and Actions Montessori	5	\$ 8.00	\$ 40.00
MU27859	Flashcards Colors Montessori	5	\$ 8.00	\$ 40.00
MU23738	Flashcards Tactile Montessori	10	\$ 8.00	\$ 80.00
EN22700	Montessori Baby Flashcards	5	\$ 8.00	\$ 40.00
MU23813	Flashcards Baby Logic Montessori	5	\$ 8.00	\$ 40.00
EN26906	Flashcards Little Boards Read and Write	5	\$ 8.00	\$ 40.00
POP57922	Wooden Display Flashcards	1	\$ -	\$ -
			Total	\$ 320.00



MU57557

Touch & Observe

Each animal has its own coat

Who has a spotted coat? And who has black and yellow stripes? Thanks to the special shaped, sand-papered pieces, children can go on a voyage of discovery! What's more, they can also put together the large illustrated field puzzle.

Getting to know animals and their coats

Developing sense of touch and fine motor skills



2-4



4/\$6.50



8 057592 357557



PIECES WITH
TEXTURED
SECTIONS



IT20751

Logic

Babies (and their food)
for everyone!



2-4



4/\$6.50



8 059591 420751

Have fun associating many happy and delightful animals with their own young and with the food that each prefers. The self-corrective insertions will help you to develop logical thought.



MU23905 **BEST SELLER**

Baby Memo

My first memory game!



2-4



4/\$6.50



8 059591 423905

36 colorful, jumbo pieces to boost memory!



TOUCH & PLAY

A collection of games, designed by education professionals, featuring special tactile effects to develop basic skills through lots of sensory activities

MU60780 **NEW** My First English ABC

Letters and words for very young children!



4/\$8.00



With tactile tiles and special interlocking joints, this game allows very small children to discover letters and words in a spontaneous and engaging manner!



MU60797 **NEW**
First Animal Puzzles

Raised details you can touch!

With the large shaped tiles, children put together the animals with special coats, stimulating their sense of touch and manual dexterity. The bear's so funny... Touch it!

Learning about the animals
Stimulate tactile sensitivity and observation
Training the visual memory.



2-4



4/\$8.00



MU60803 **NEW**

Sensory Memory Game for Small Children

Memory, touch and logic!

Discover the cards, touch them and make pairs!
This memory game stimulates small children's tactile sensitivity and logic.

Develops visual memory

Visual perception

Rule-following.



4/\$8.00



MU60810 **NEW**
Numbers, Shapes and Colours

Three games for very young learners



4/\$8.00



A kit specially developed for very young children, with large tiles and special tactile finishes. As they play, children will acquire their first concepts of numbers, shapes and colours.



Get the Set of 4

Code	Product Title	Quantity	Net Price	Amount
MU60780	My First English ABC	4	\$ 8.00	\$ 32.00
MU60797	First Animal Puzzles	4	\$ 8.00	\$ 32.00
MU60803	Sensory Memory Game for Small Children	4	\$ 8.00	\$ 32.00
MU60810	Numbers, Shapes and Colours	4	\$ 8.00	\$ 32.00
			Total	\$ 128.00

IT20188 **BEST SELLER**

Tactile Animals Montessori

Find, assemble, touch and learn!

In addition to assembling 6 large 2-piece puzzles, children can exercise their sensory perception by searching for tactile cards, each of which corresponds to a different animal.

Tactile sensitivity

Fine manual dexterity

Sensory coordination

First discoveries with animals



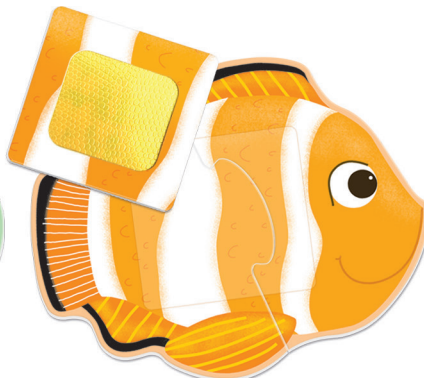
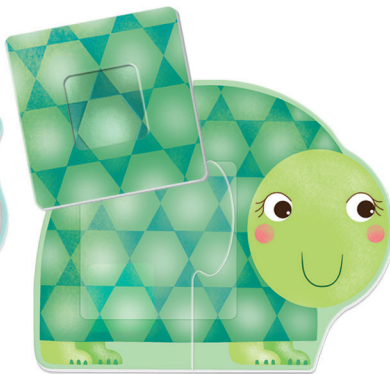
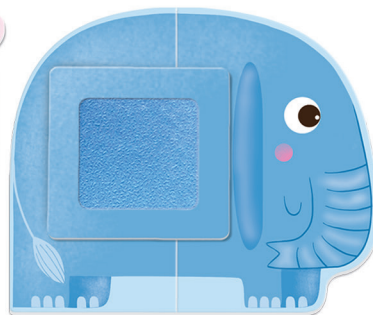
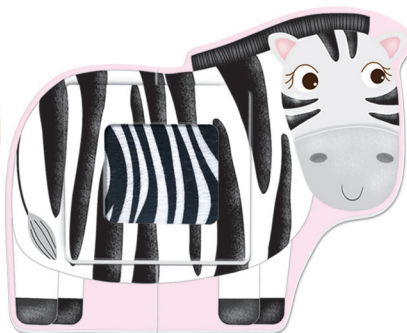
1-4



4/\$13.50



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MU54341 **BEST SELLER**

My First Tactile Library Montessori

My first tactile encyclopedia

This game lets very young experiment with their sense of touch by classifying images and objects. The pack contains five tactile cards with spiky, smooth, rough, woolly and hairy surfaces, and 30 tiles to group.

Developing the sense of touch
Recognizing the various tactile surfaces
Training manual dexterity
Socializing
Following rules



2-4



4/\$12.50



MU60544 **NEW**

Look Open and Find!

Memory and observation for very young children!

What's inside the school? And in the house? With the special key to open the town's buildings, children will recognise lots of objects and situations, stimulating their fine dexterity and visual perception.

Training visual memory and perception

Developing fine dexterity

Learning about different things in the city



MU57885

First Animal Sounds Montessori

My first didactic and sound farm

What noise do horses make? Listen to it! And cows... what do they do? This game allows children to match animals to their noises, listening to the sounds of the farm and matching them to the shapes of the brightly-colored scenery-puzzle.

Get to know farm animals

Recognize animal sounds

Make pairings and develop logical thought

Develop visual-spatial skills



4/\$13.50



MU57861

Sensory Lab Montessori

Touch, motor skills, observation and logic for younger children

Touch the shapes to find the right ones! A sensorial wooden stall with progressive didactic cards to insert, perfect to spontaneously, and develop touch, motor skills, visual perception and logical thought. Look at the hot air balloon, what shape is it?

Develop touch and motor skills

Stimulate observation skills

Recognize shapes and silhouettes

Order and classify



2-4



3/\$20.00



8 057592 357861



20+
LEARNING
ACTIVITIES





**Preschool
Educational
Games**

MU54907 **BEST SELLER**

I23 Puzzle

Lots of games with numbers and quantities!

A large educational numbers puzzle for lots of different ways of play: match the numerical symbols to their respective quantities, put the numbers and quantities in sequence and then, putting the farmyard puzzle back together, find and count all the animals!

Recognising and associating numbers and quantities

First numerical ordering

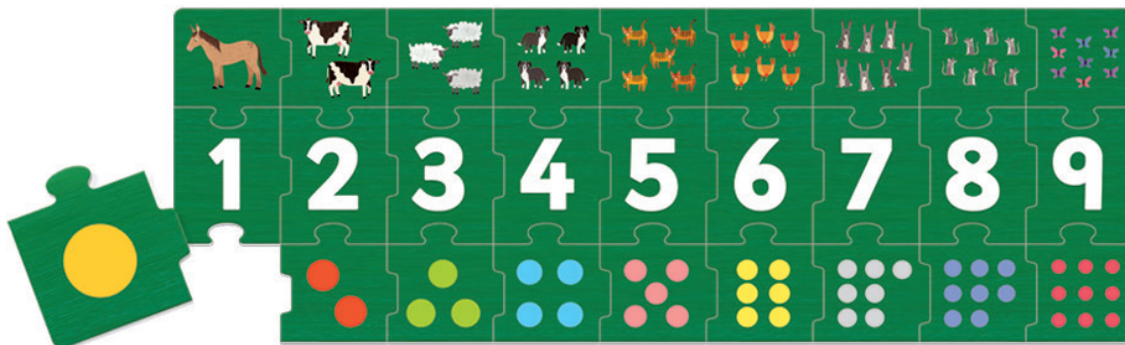
Counting quantities

Developing observational skills

Learning about the farm



4/\$6.50



EN24636 **BEST SELLER**

Syllables Factory

Mix up the syllables to create fantastic creatures

A laugh-out-loud way of learning to read words: join the syllables to make the names of the animals pictured. Then, mix them all up to make a host of fantastic new creatures, letting your imagination and creativity go wild!

Recognize the syllables

Read first words

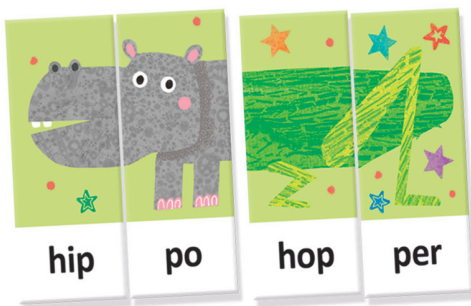
Develop fine motor skills

Boost imagination

Creativity



4/\$8.00



MU57571

Tactile Numbers Montessori

Touch and discover numbers and quantities!

How many elephants are there? And the crocodiles? Count the shapes and match the numbers to the quantities! An original game to learn numbers and learn to count together with lots of fun tactile animals.

Learning numbers and quantities from 1 to 9
Training sensory perception
First ordering exercises

123

3-6

4/\$8.00



1
ONE

2
TWO

3
THREE

4
FOUR

5
FIVE

6
SIX

7
SEVEN

8
EIGHT

9
NINE

1
ONE

2
TWO

3
THREE

4
FOUR

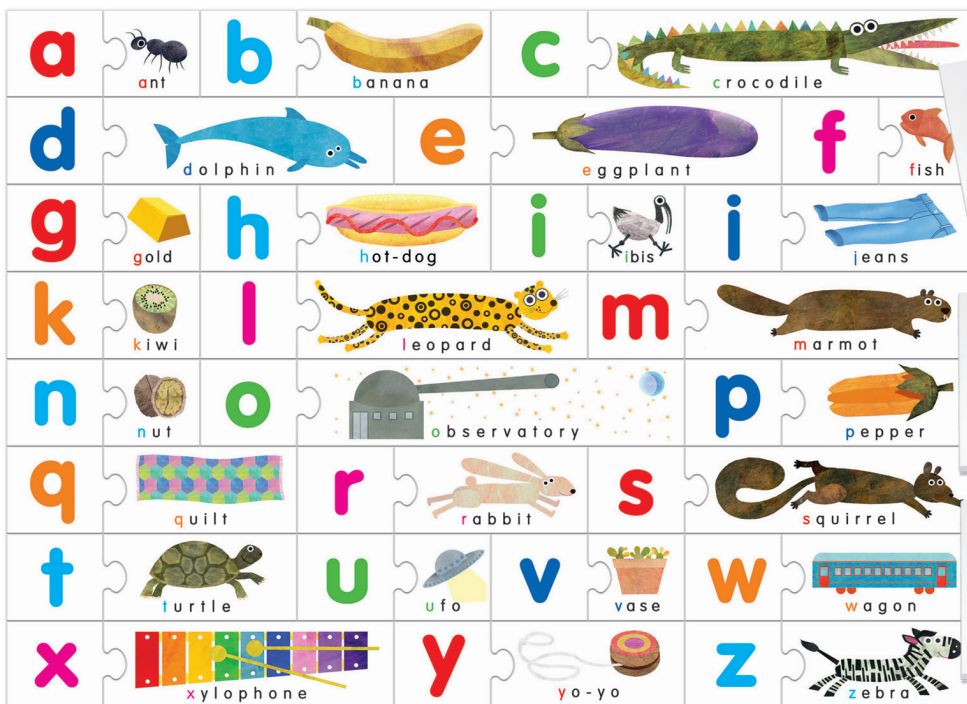
5
FIVE

6
SIX

7
SEVEN

8
EIGHT

9
NINE



EN20942 **BEST SELLER**

Montessori Touch ABC

A game for learning to read at the age of three

Children touch the emery letters, associate the graphemes with the word and, thanks to the special self-correcting tokens, learn the alphabet and can distinguish longer and shorter words.

Recognize the alphabet
Read their first words
Have tactile sensitivity
Develop manual ability



4/\$9.00



EN20959 **BEST SELLER**

My First Words

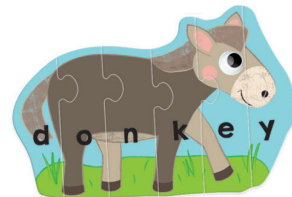
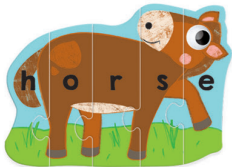
Assemble the animals and learn your first words!

Put the self-correcting puzzle of the animals together, and learn how to read and write your first words. In addition, you can animate the animal shapes by adding adhesive eyes.

First reading and first writing
Fine manual skills
Logical thinking
Recognition of the animals



4/\$8.00



IT21062 **BEST SELLER**

Step by Step Drawing School

Logic sequences and first steps in design techniques

An original kit for teaching children to draw animals step by step. Included in the game is a special little board complete with felt-tip pen for drawing and erasing, for developing creative skills.

Learn to draw

Develop fine manual skills and eye-hand coordination

Stimulate artistic creativity

Recognize the animals



4/\$9.00



EN20966

Read & Write

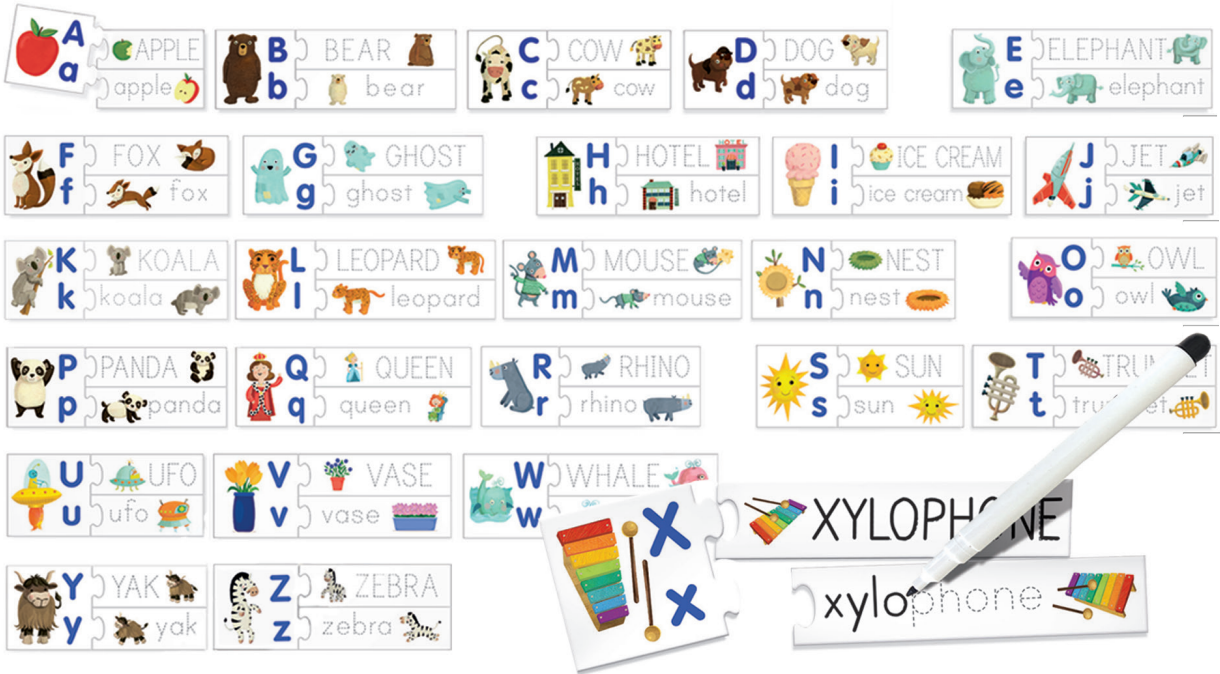
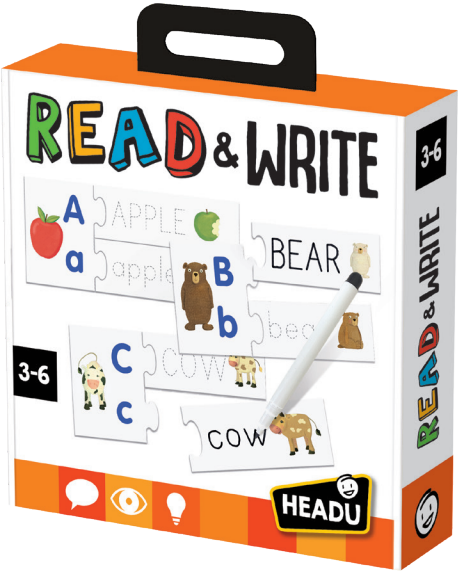
I learn to read and write at the age of three

Children associate letters, words and pictures by completing a rich and colorful alphabet. In addition, using the tracing method, they learn to write the words in small and capital letters. Thanks to the magic felt-tip pen, they can erase and refine the act of writing.

- Acquisition of first reading and writing skills
- Recognition of capital and small letters
- Development of fine manual skills and of eye-hand coordination



4/\$10.00





IT21109

Montessori I23 Touch Bingo

Learn numbers and quantities with our merry market!

In an entertaining little market, an engrossing game of touch bingo! Thanks to the emery-polished tokens and to the progressive counters from 1 to 9, children can complete their own cards with the numbers and quantities, thus learning to make their first sums.

Recognize numbers

Compare quantities

Associate numbers with quantities

Learn to count

Recognize numerical sequences

Develop tactile sensitivity



4/\$10.00



EN54372

ABC Write & Play

With the recessed letters method!

Learn the alphabet, pronounce the words and trace the initials with the dry-erase marker. With the new recessed letters method, writing really is a fun game!

Getting to know the alphabet

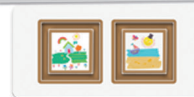
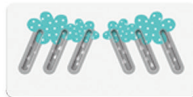
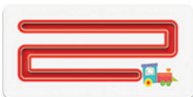
Learning to write

Refining writing technique

Expanding vocabulary



4/\$11.50



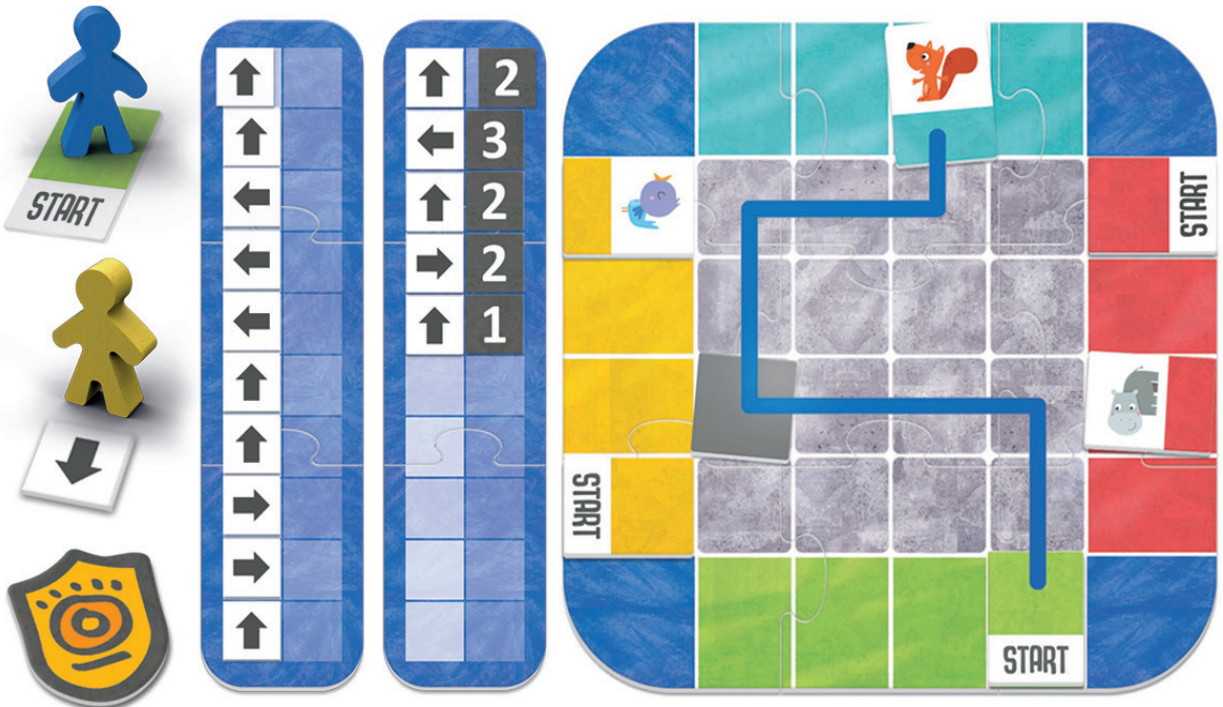


Play and programming for tots!

- Logical thought and early programming notions
- Spatial orientation and early topographical notions
- Problem-solving
- Interpersonal skills



4/\$8.00





IT20836 **BEST SELLER**

My Little House Montessori

Everything in its proper place!

Put things in order and re-assemble your wonderful little house! With this maxi-game, children can classify the shaped objects, identify their shape, and locate them in their correct position.

Acquire personal identity and independence

Develop touch

Recognize shapes

Classify objects



2-5



4/\$13.50



**EIGHT MODULAR ROOMS TO
ASSEMBLE HOWEVER YOU LIKE**



EN26968 **BEST SELLER**

Writing Lab Montessori

Learn to read and write in 3 ways

Children put the word puzzles together in the little houses, write words using the moveable letters then practice writing them themselves with the pen provided. The game is inspired by the Montessori three-period method.

Learn to write

Read words

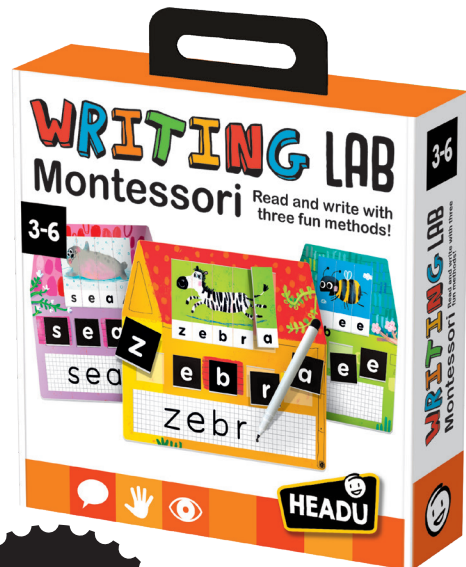
Recognize the alphabet

Learn new words

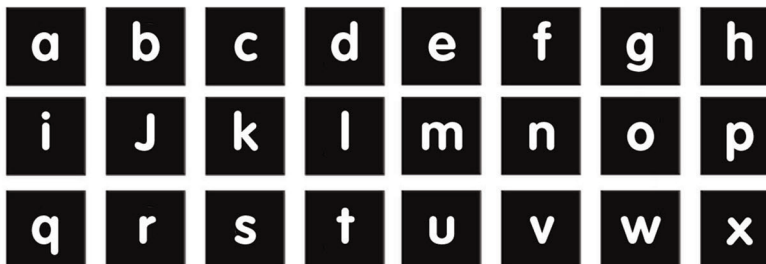
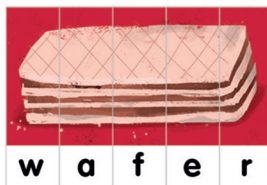
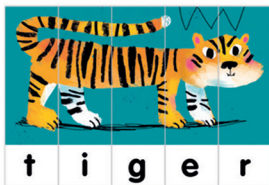
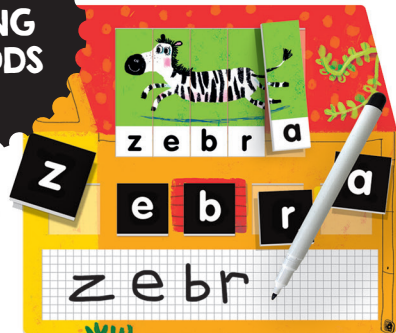
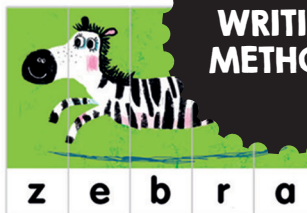
Manual dexterity



4/\$13.50



THREE
WRITING
METHODS



EN57915

First Writing Encyclopedia

Read, write and learn new words

With the practical wooden writing base, children can compose their first words using the letter tiles and then write them with the dry-erase marker. What's more, thanks to the lexical scenes, they can develop their vocabulary.

Composing first words

Learning to read and write

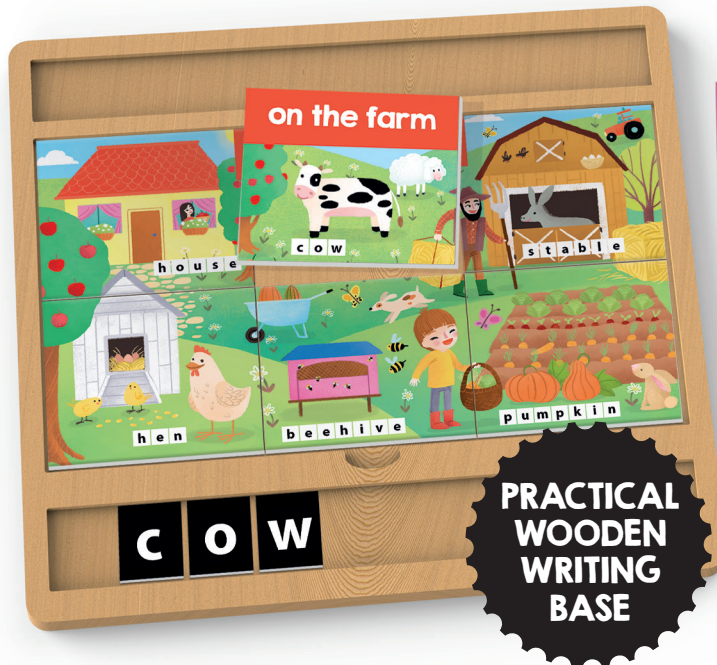
Learning about the world

Developing vocabulary and recognizing the meaning of words

Training visual memory



4/\$13.50



EN20980

Montessori Letters & Words

Touch bingo for learning to read and write

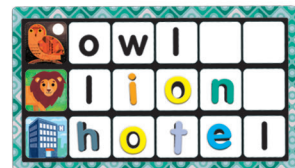
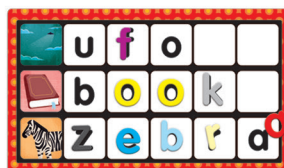
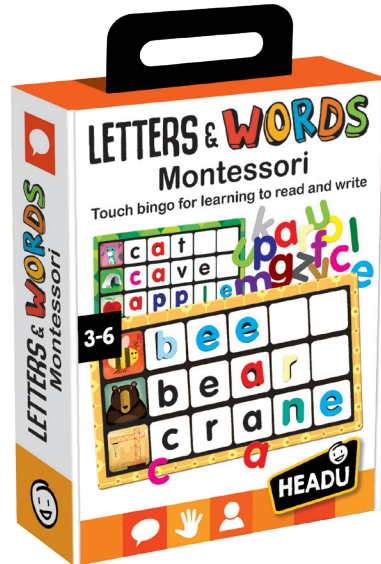
By means of touch, children can recognize and draw the small letters out of the bag, thus forming longer and shorter words. The winner is the first person to complete his or her card!

Reading and writing the alphabet

Learn to write

Have tactile sensitivity

Develop manual skill





MU57908

My First Music School

Play, make music and become a real composer!

Even the youngest children can learn not only to play music, but also to compose their very first songs! With the large puzzle-console and the special colored keyboard, children can first learn to play the melodies, then invent their own using the note-tokens.

Play simple pieces of music with the didactic keyboard

Recognize musical notes

Compose first melodies

Train motor skills



4/\$13.50



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EN51852 **BEST SELLER**

Theatre Acting School

Put on your very first show!

Once upon a time there was a little mouse, but also a frog, a hare and a bull... Discover your favorite traditional fairy tales and bring them to life, imitating the characters and creating new sets each time!

Acting

Bringing characters to life

Recognizing expressions and emotions

Learning to act

Developing imagination



MU60568 **NEW**

Magic Story Creation Cube

Create your first shadow play with your hands!

Use your fingers more and more precisely and invent lots of stories with this fantastic magic cube. Use the scenes and shaped items to bring your characters to life – then turn on the light and amaze everyone with the shadow play!

Developing motor co-ordination and fine dexterity

Learning co-ordinated movements

Improving narrative skills



3-6



4/\$20.00



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**WOODEN
CUBE AND
MAGIC
LIGHT**



EN60575 **NEW**

Wooden Desk Writing School

**Progressive seven-step method to
learn 100+ words**

A practical wooden desk designed for pre-school children to carry out different activities completely independently. Children learn to write, draw and read over 100 words using an original seven-step method.

Composing first words

Learning to read and write

Drawing with shapes

Learning about the world

Expanding vocabulary



3/\$35.00



8 056214 160575

**OVER 100
WORDS WITH
MOVABLE
LETTERS**

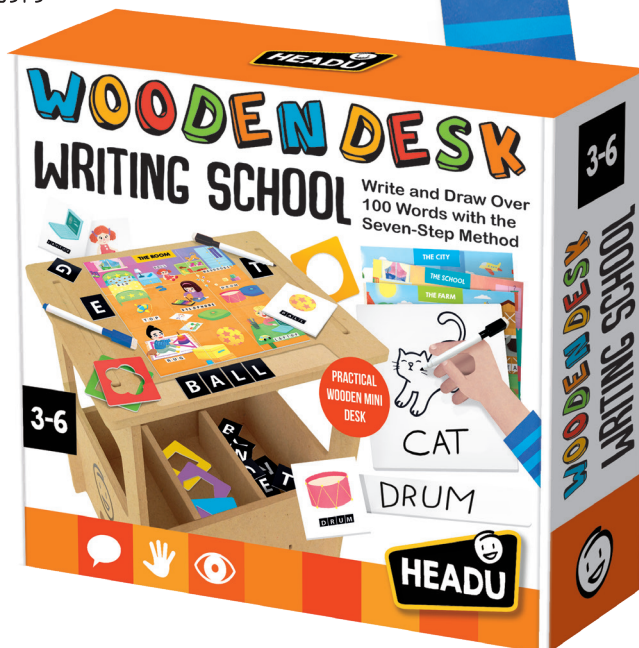


**PREGRAPHISM
& WRITING**

**LEXICAL
PUZZLES**

**FIRST
GROUPS**

**DRAW &
CREATE**





**PRACTICAL
WOODEN
DESK**

**EDUCATIONAL
GUIDE WITH
MORE THAN 50
ACTIVITIES**



**Kids
Educational
Games**

MU54242

First Multiplication Game

Who is fastest at calculations?

Draw a card, read the multiplication and find the corresponding result. But be warned, sometimes you will need to be faster than your opponent! With this fantastic game of tables, you will train your calculation skills and learn the multiplication tables!

Mental arithmetic

Working with tables

Learning multiplication tables



6-10



4/\$11.50



8 057592 354242



X	1	2	3	4	5	6	7	8	9	10
1	1			4	5			8		10
2					10	12	14	16	18	20
3				12	15	18			27	30
4	4	8		16						40
5							35			
6					30	36				
7							42	49	56	
8	8	16	24							
9			27			54	63	72		
10			30	40					80	

WITH MULTIPLICATION TABLE

1	6
9	2x8
6x3	20
30	48
7x9	10x10

2	8
15	9x2
3x8	32
40	7x7
50	10x9

3	4
5x2	4x4
24	25
32	6x7
9x7	70

6	7
8	10x1
12	9x3
5x6	45
64	8x9

4x1	9
14	5x3
4	3x9
3	6
10	18
20	21
36	48
60	72

5	6
6x2	18
20	24
1x8	9
10	8x2
28	3x10
6x6	45
8x7	90

2	2x4
12	7x2
10x2	21
35	10x4
54	81

1x4	5x1
7	4x3
28	36
4x10	56
60	8x10

EN22762 **BEST SELLER**

The Human Body under X-Ray

keleton, systems, functions and vital organs!

Fit the pieces of the jigsaw puzzle together and study the picture you've built to see what an amazing thing the human body is. See in fascinating detail the vital organs, systems, bones and lots more. Then use the magical flashlight to find the things hidden from the naked eye and complete the missions.

The human body

Vital functions and organs

Organs and systems

Observation and the scientific method

Visual memory

Attention and concentration



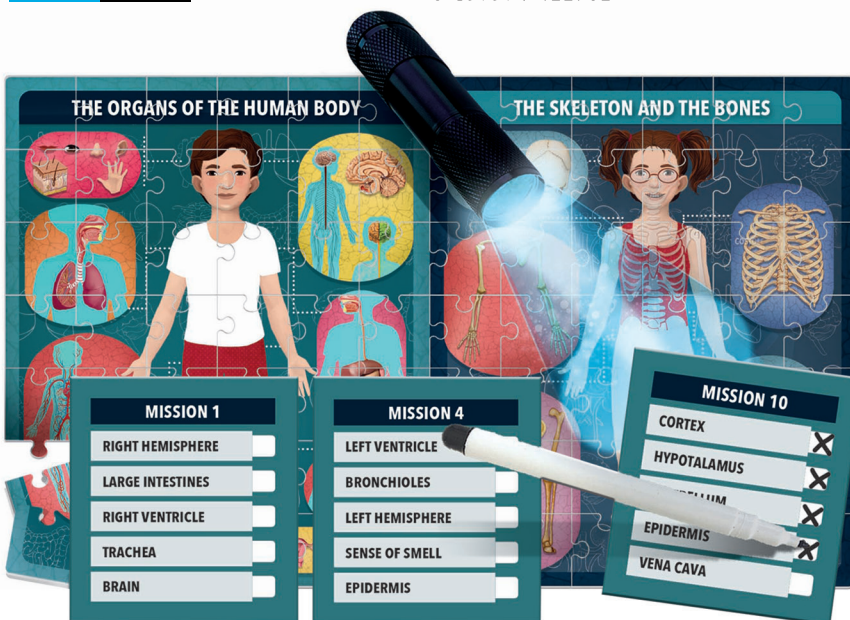
6-10



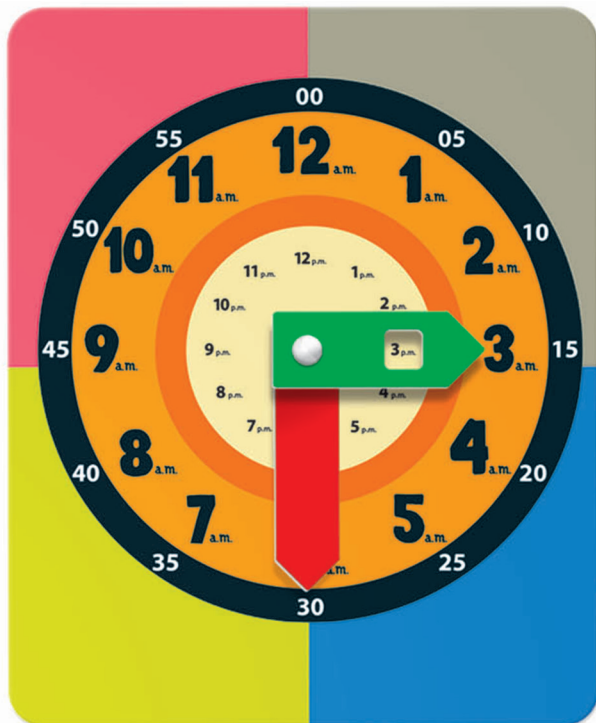
4/\$11.50



8 059591 422762



MISSION 1 RIGHT HEMISPHERE <input type="checkbox"/> LARGE INTESTINES <input type="checkbox"/> RIGHT VENTRICLE <input type="checkbox"/> TRACHEA <input type="checkbox"/> BRAIN <input type="checkbox"/>	MISSION 2 SPINAL MARROW <input type="checkbox"/> STOMACH <input type="checkbox"/> VENA CAVA <input type="checkbox"/> CAPILLARIES <input type="checkbox"/> PHARYNX <input type="checkbox"/>
MISSION 6 DERMIS <input type="checkbox"/> CORTEX <input type="checkbox"/> SENSE OF TASTE <input type="checkbox"/> NERVES <input type="checkbox"/> SMALL INTESTINES <input type="checkbox"/>	MISSION 7 ESOPHAGUS <input type="checkbox"/> URETHRA <input type="checkbox"/> UTERUS <input type="checkbox"/> HYPOTALAMUS <input type="checkbox"/> AORTA <input type="checkbox"/>
MISSION 3 LARYNX <input type="checkbox"/> SENSE OF SIGHT <input type="checkbox"/> VEINS <input type="checkbox"/> THALAMUS <input type="checkbox"/> KIDNEY <input type="checkbox"/>	MISSION 4 LEFT VENTRICLE <input type="checkbox"/> BRONCHIOLES <input type="checkbox"/> LEFT HEMISPHERE <input type="checkbox"/> SENSE OF SMELL <input type="checkbox"/> EPIDERMIS <input type="checkbox"/>
MISSION 10 CORTEX <input checked="" type="checkbox"/> HYPOTALAMUS <input checked="" type="checkbox"/> EPIDERMIS <input checked="" type="checkbox"/> VENA CAVA <input checked="" type="checkbox"/>	



EN22786 **BEST SELLER**

What Time is it?

The clock and my day

4 o'clock in the afternoon, or 4 p.m., is play time! Have some fun with this time bingo game, look at what the characters are doing at each time of day, practice your reading and learn how to tell the time in hours and minutes, on an analogue, digital and other types of clock!

Telling analogue and digital time

Time cycles and concepts

Social skills and following rules

Memory



4/\$12.50





VIEW THE SKELETONS WITH THE FLASHLIGHT

EN29822 **BEST SELLER**

Dinosaurs under X-Ray

An observation game with a flashlight

Reconstruct the environment of the Mesozoic age and discover the skeletons of the giants from the past using the special UV flashlight, just like in a real natural history museum. Then challenge your friends with 40 cards of the most well-known dinosaurs!

Getting to know and classifying dinosaurs

Learning about the evolution of the dinosaurs and their extinction

Tracking a time line of the age of the dinosaurs

Following rules



6-10



4/\$13.50



8 059591 429822




MU57939

Explore The USA


Discover the United States and play with the magic flashlight!

Discover the geography of the United States of America with this engaging game! Draw mission cards, then use the magic flashlight to search the map for the names of cities, famous places, monuments, flora and fauna, and lots of other aspects typical of American culture!


- Learning about the United States of America and the state capitals
- Discovering monuments and famous places
- Recognizing the flora and fauna
- Comparing peoples and cultures
- Following rules




5-10



4/\$12.50



8 057592 357939



EXPLORE THE USA
192 MISSION ELEMENTS
Discover and play with the magic torch!
5-10
HEADU



WASHINGTON D.C.
NATIVE AMERICAN HERITAGE
LOON
T WORTH
ANCHING
S
SAN FRANCISCO
ABRAHAM LINCOLN
EVERGLADES
MANCHESTER
FOOTBALL
POLAR BEAR

NATIONAL PARKS
MOUNT LUTHER KING JR.
MAPLE SYRUP
ONE-SIDED
CONVOY
HAWK



Concentration & logic!

Reaching objectives and respecting rules





MU57946

Discover The USA

A large jigsaw puzzle to get to know my country!

A large jigsaw puzzle which will take you on a fantastic adventure amongst the cities, natural beauty, the flora and fauna, and the culture of the United States of America. You can also position the 25 most important monuments in their correct geographical location.

Learning about the United States of America and the state capitals

Discovering the main attractions and monuments

Recognizing the flora and fauna

Comparing peoples and cultures



5-10



4/\$12.50



8 057592 357946





**Children's
Puzzles**

IT20867

8+1 Puzzle My Farm

Large double-sided pieces



Illustrated by:
**SILVIA
BONANNI**

2+



4/\$7.50



8 059591 420867

Children can re-assemble, on one side, 8 delightful farm animals, and on the other side, a cheerful and colorful gigantic farm.



IT22243

8+1 Puzzle Dinosaurs

Large double-sided pieces



Illustrated by:
**POPE
TWINs**

2+



4/\$7.50



8 059591 422243

Large double-faced, super-resistant tokens for playing and creating lots of new things. Children can assemble both 8 delightful dinosaurs and also a very attractive pre-historic setting.



IT22311

Explore Puzzle The Sea Life

Stimulate scientific thought from a very early age!

After assembling the puzzle, carefully observe the illustration and discover all the subjects in the sea. Then note the individual discoveries on your wipe off cards, just like a real scientist would do. Thanks to the “magic flashlight” included, you can also observe what is invisible to the naked eye.



Illustrated by:
**ELENA
PRETTE**

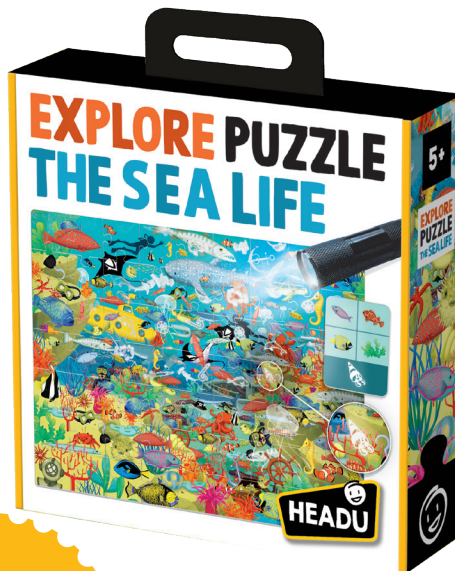
5+



4/\$11.50



WITH
MISSION
CARDS



IT21420

Explore Puzzle The Safari

Stimulate scientific thought from a very early age!

Assemble the puzzle, then carefully observe the illustration and discover the subjects in the savannah. Like a real scientist, note down the individual discoveries on your wipe-clean cards. In addition, by using the “magic flashlight” you can also observe what cannot be seen by the naked eye.



Illustrated by:
**ELENA
PRETTE**



4/\$11.50



OBSERVE
AND DISCOVER
WITH THE
MAGIC
FLASHLIGHT





IT20140

Montessori First Puzzle The Farm

A game for sensory coordination

Children can put together the puzzle and have fun inserting the wooden animals in the correct spaces. The puzzle contains quality pieces suitable for small children.



Illustrated by:
**VALENTINA
MENDICINO**

2+



4/\$11.50



8 059591 420140



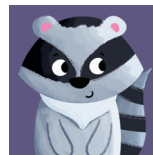


IT20133 **BEST SELLER**

Montessori First Puzzle The Forest

A game for sensory coordination

After having assembled the puzzle, insert the wooden animals in the appropriate spaces. The game contents consist of high-quality materials suitable for young children.



Illustrated by:
**DEAN
GRAY**

2+



4/\$11.50



MU56970

Tactile Puzzle Montessori Dino

Touch and learn multi-game for children!

A puzzle of the prehistoric world with large pieces and tactile inserts. Once completed, children will be able to have lots of sensorial experiences with the special pieces.



Illustrated by:
**SOPHIA
TOULIATOU**



4/\$12.50



PUZZLE
70 X 50 cm



POP

POP60285 **NEW**

Little Wooden Car

30,7 x 24 x 11,4 in



**I FREE
DISPLAY WITH
\$750
ORDER**

POP60841 **NEW**

Little Wooden Boat

39 x 31 x 11,4 in



POP60834 **NEW**

Little Wooden Schoolbus

35 x 23 x 11,4 in



POP57663

Window Shop Kit Fairy Tales





Games for active minds

Useful Games of Skill

Ludic creates beautiful, fun and easy-to-play board games and parlour games which help develop useful day-to-day skills.

Active minds

Ludic games train minds of all ages. Each game has a specific ID card which indicates the area of the skills involved, as well as the recommended age, the number of players, and the duration of the game.



A Unique Range!

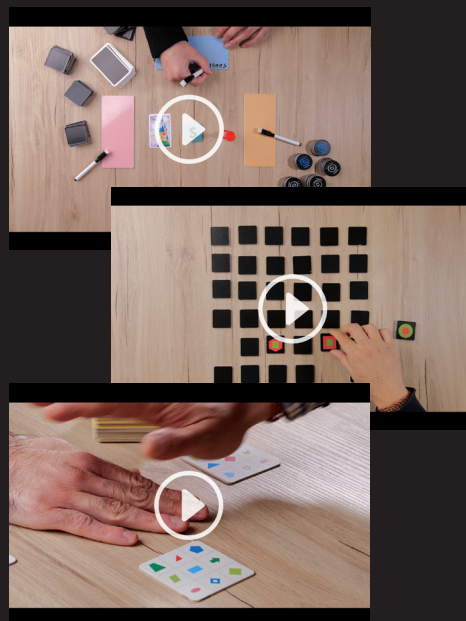
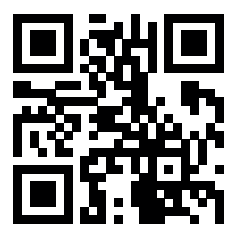
Ludic games are designed for families, students and educators, and the range is recognisable for consumers thanks also to the easily identifiable graphics of the materials and packaging.

The Authors

The game mechanics are developed by professional game designers from all over the world and by educational and didactic experts who use a play-based approach.

Watch The Video!

With the QR code on the back of the box you can access video tutorials for all titles in the Ludic catalogue and find out how to play!



Card Games

A range of card games, diversions, challenges and brainteasers to play wherever you want and with whomever you want. From brain-training challenges where every card is its own game, to lateral thinking and investigation games for everyone.



Family and Party Games

Parlour games for families with children of eight and up and the young-of-heart of up to 99 years, who love to have fun with quick, easy-to-play games which stimulate knowledge and skills useful for everyday life.

Trade fairs and Events

We attend the most important board game trade fairs and exhibitions, where we organise special events and playtesting sessions with the authors of our games and lots of enthusiasts.



**ANDREA BINASCO,
MATTEO DI PASCALE**



STORYTELLER

The fantastic game of story-telling!



Once upon a time there was... a game where you had to make fun stories up with your friends and families! Who will be the first to re-order a sequence of cards, and make up a story based on the images and structure card? Who has the most imagination?

Content: 40 inspiration cards; 5 structure cards; Rules

Competences: Narrative skills; Imagination

EN25855



6/\$7.50

6-99

2-6

20'



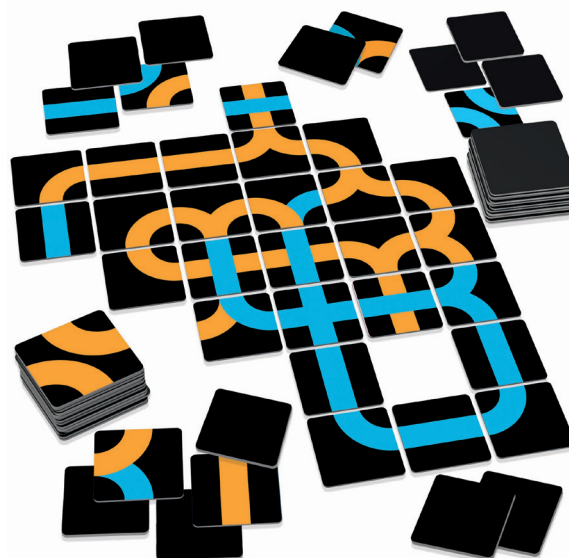


DAVIDE CALÌ, ELISABETTA M. ZOCCA

CROSSROADS

The linking game

7-99	2
20'	



A strategic game which lends great importance to harmonious shapes and forms. The winner is the player who creates the most circuits!

Content: 95 tiles; Rules

Competences: Observation; Strategy; Logic

MU53467



6/\$7.50



8 057592 353467



MARTINO CHIACCHIERA

PASSWORD

Strategic Word Game

7-99	2-6
20'	



Create your password and try to guess your opponents'. A strategic word game where the winner is the one who comes up with indecipherable words!

Content: 80 letter cards; Rules

Competences: Vocabulary; Strategy; Logic

MU55409



6/\$7.50



8 057592 355409

EMMECCI



MASTERBLUFF

Who's lying?



A fast and fun tactical card game, where the best bluffer wins!

Content: 1 deck of 48 cards; 5 exchange tokens; Rules

Competences: Self-control; Strategy

MU27460

 **6/\$7.50**

8-99

3-5

20'



DAVE DE VEGA



"Veni, vidi, vici", "All for one and one for all!", "I have a dream!" Do you know the most famous aphorisms? In this fun and original memory game for the family, you must match each phrase to the person who said it and discover new sayings you never heard before!

Content: 48 aphorism cards; 5 chronological cards; Rules

Competences: General culture; Wisdom; Memory

EN25831



6/\$7.50



8 059591 425831

8-99

2-6

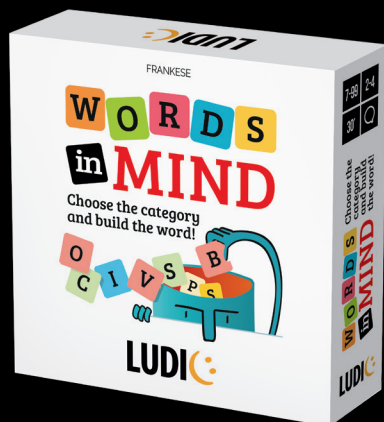
30'



IPSE DIXIT

The aphorisms
game

FRANKESE



WORDS IN MIND

Choose the category and build the word!



Select a category and make up a word from the theme... but watch out: the winner is whoever makes the longest word using the more obscure letters. Fun for everyone!

Content: 69 letter tiles; 4 wild card tiles; 10 category cards; 1 board; 1 score card; 1 erasable marker; Rules

Competences: Vocabulary; Strategy

EN28313

 5/\$9.00

7-99

2-4

30'





A lion painting a picture, a pizza-chef putting makeup on, a hen in love... Are you able to mime and have people guess a series of subjects in unpredictable situations? This party game will have you laughing your heads off!

Content: 15 subject cards; 15 action cards; 1 spinner; 16 point tokens;
Rules

Competences: Miming; Imagination; Expressivity

EN25992 BEST SELLER



5/\$9.00



8 059591 425992

6-99

3-4

30'



MIMABLE

A super-fun party game!

CARLO EMANUELE LANZAVECCHIA



ESCAPE MATH

Labyrinth of
numbers



Are you quick with calculations? Find the right math path to get out of the maze before the others!

Content: 25 number tiles; 23 green goal tiles; 23 red goal tiles; 1 error tile; Rules

Competences: Mental arithmetic; Quick Thinking

MU27514

 5/\$9.00

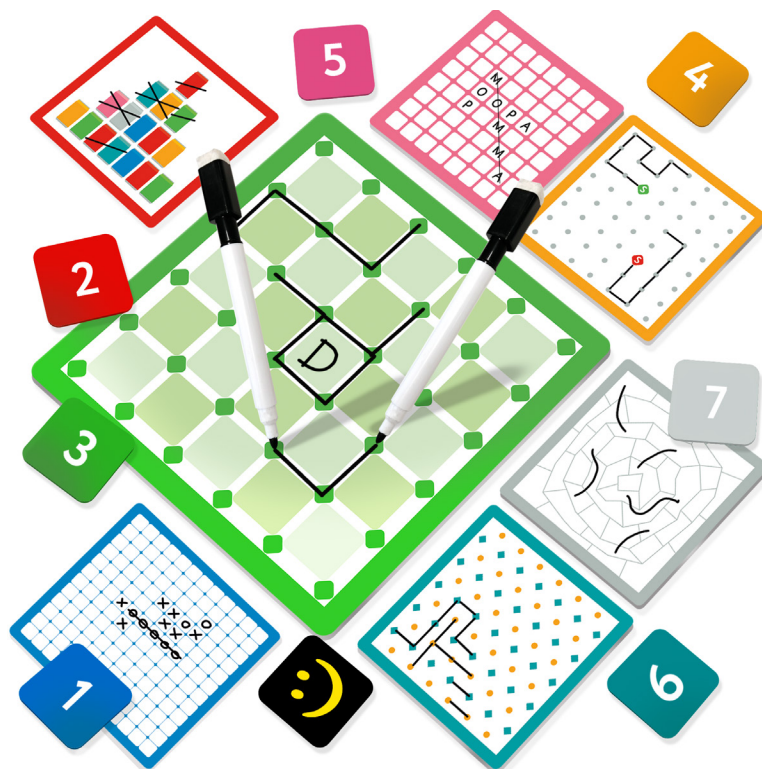
8-99

2-6

20'



8 059591 427514



A fun collection of strategy games in a practical format, for many one-to-one challenges, to play wherever and with whomever you want. Are you ready? Choose the game, get a marker and think about your next move!

Content: 7 game boards; 9 tokens; 2 erasable markers; Rules

Competences: Strategy; Tactics; Rapidity

MU25916



5/\$9.00



8 059591 425916

8-99

2

20'



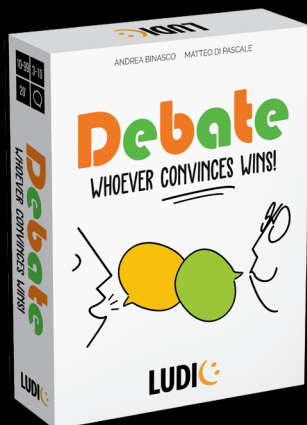
DAVE DE VEGA



SAVEN GAMES

Strategy challenges

ANDREA BINASCO
MATTEO DI PASCALE



DEBATE

Whoever
convinces wins!



Like in a talk show, in this party game you have to face your opponents by supporting unusual and funny opinions, sometimes even going against your own beliefs. The secret to winning? You must have good dialectics, be clear and convincing!

Content: 42 theory and anti-theory cards; 1 discussion structure card; 2 boards; 1 score card; 2 erasable markers; Rules

Competences: Dialectic and oratory skills

EN25930

 **5/\$11.50**

10-99

3-8

20'



8 059591 425930

DARIO MASSA



Two objects are red, three begin with the letter G, four are in this room ... The person who finds most objects with something in common wins!

Content: 48 cards with 96 images; 1 hourglass; Rules

Competences: Logic; Observation; Creativity

MU53450



5/\$9.00



8 057592 353450

7-99

2-6

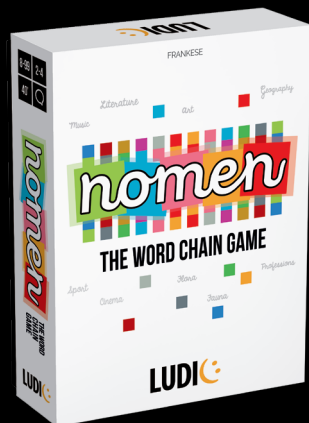
20'



STRANGE CONNECTIONS

The Ultimate
Logic Game

FRANKESSE



NOMEN

The word chain game



Find as many words as possible that start with the same letter in a certain category, but watch out – there are some rather unusual rules: an animal with two matching letters, a food with at least two of the same letter? A game for the whole family that puts your lexical skills to the test.

Content: 30 letter cards; 30 activity cards; 1 spinner; 4 boards; 4 token plus; 4 dry-erase markers; 1 hourglass; 1 score card; Rules

Competences: Language; Grammar

EN28375

 5/\$11.50

8-99

2-4

45'





Who will be the first to connect all their tiles? The aim of this game of linguistic skill is to establish lexical connections between the words. You need a little logic, but also lots of creativity and imagination!

Content: 138 word tiles; 24 wild card tiles; 1 spinner; 6 erasable markers; Rules

Competences: Language; Logic; Creativity

EN26074



4/\$13.50



8 059591 426074

8-99

2-6

45'



SAMANTHA BRUZZONE
SARA MARCHETTI



CONTACT

Connect
the words
creatively!

AUTHORS



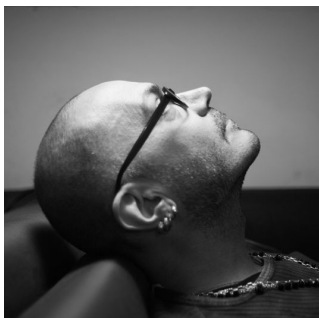
Frankese, pseudonym of Franco Lisciani, is an entrepreneur, manager and game designer. He also works in game strategies applied to education and training. He has directed a number of projects for the improvement of basic skills in children of developmental age, designing successful educational games and board games.



Samantha Bruzzone and **Sara Marchetti** live near Pisa. In 2018 they started working as game designers, almost as a game itself. Their collaboration led to *Semantica* in 2019 and *Contatto* in 2021, both published by Ludic. Together, or separately, they love pastries, reading, travelling, chatting and walking - not necessarily in that order.



When **Dario Massa** was asked, at age 6, "What do you want to be when you grow up?", he replied, "Someone who invents games". And that's exactly what he is. Throughout his career, he has designed board games, escape rooms, video games, puzzles and live action games. When he's not inventing games, he tells passionate stories about them at conferences and lectures, on the internet, or at schools and universities.



Davide Cali is an author of children's books, which are published all over the world, an art director and a cartoonist. **Elisabetta Maria Zocca** restores books and parchments, and has been a passionate board game player since she was a child. They both love games and everything to do with them. Together they founded Ogopogo, a creative studio that invents and designs new, fun and never (and we mean never) repetitive games.



Andrea Binasco and **Matteo di Pascale** met in secondary school; Matteo is a designer and Andrea is a teacher. After working hard in their respective professions in Italy and abroad, in 2018 they founded Sefirot, an independent publishing house that creates and publishes products for creativity that are sold all over the world.



Dave De Vega, pseudonym of Davide Francioni, has been working for years in publishing and in the games and toys sector and is currently employed as senior product manager for Headu and Ludic. It was a traditional card game played in his hometown (Campi, in the province of Teramo) that first introduced him to the world of game design. He loves old books, the mountains and house music.



Carlo Emanuele Lanzavecchia, a games enthusiast from a young age, he started working as a game designer in 2007. In 2011, he published his first game *Wer Weiss Mehr*. Over the years he has specialised in the creation of games for children and families, leading him to collaborate with various international publishing houses. In 2014, he was the first Italian to win the *Deutscher Kinderspiele Preis*.



Martino Chiacchiera is a professional game designer with a clear goal in mind: to create remarkable experiences that you can enjoy as much as he enjoys creating them. He has released more than 50 games, including multiple best-sellers translated worldwide. He loves cooking creative dishes, developing games while listening to loud music, and engaging with his family in all sorts of activities.



Emmecci, pseudonym of Emilio Ciavucco, is a senior graphic designer for Headu and Ludic, for whom he has designed the graphics and logos of many educational and board games. He also plays the guitar and writes songs.

HEADU



EN26883 – Page 9
Tactile and Phonics Alphabet
Montessori Flashcards



5,31 x 1,85 x 7,4 in



5



8 059591 426883



EN54327 – Page 12
Discover Flashcards
Montessori



5,31 x 1,85 x 7,4 in



5



8 057592 354327



MU27859 – Page 13
Flashcards Colors
Montessori



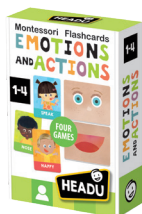
5,31 x 1,85 x 7,4 in



5



8 059591 427859



EN24650 – Page 10
Emotions and Actions
Montessori Flashcards



5,31 x 1,85 x 7,4 in



5



8 059591 424650



MU23738 – Page 14
Montessori Tactile
Flashcards



5,31 x 1,85 x 7,4 in



5



8 059591 423738



EN57533 – Page 11
First Animal Encyclopedia
Montessori Flashcards



5,31 x 1,85 x 7,4 in



5



8 057592 357533



EN22700 – Page 15
Montessori Baby
Flashcards



5,31 x 1,85 x 7,4 in



5



8 059591 422700





MU23813 – Page 16
Flashcards Baby Logic
Montessori



5,31 x 1,85 x 7,4 in



5



8 059591 423813



IT20751 – Page 21
Logic



6,06 x 1,81 x 8,07 in



4



8 059591 420751



EN26906 – Page 17
Little Boards
Read and Write



5,31 x 1,85 x 7,4 in



5



8 059591 426906



MU23905 – Page 21
Baby Memo



7,4 x 2,17 x 8,07 in



4



8 059591 423905



POP57922 – Page 18-19
Wooden Display Flashcards



17,71 x 21,25 x 18,11 in



1



8 057592 357922



MU60780 – Page 22
My First English ABC



7,4 x 2,17 x 8,07 in



4



8 056214 160780



MU57557 – Page 20
Touch & Observe



7,4 x 2,17 x 8,07 in



4



8 057592 357557



MU60797 – Page 23
First Animal Puzzles



7,4 x 2,17 x 8,07 in



4




8 056214 160797







MU60803 – Page 24
Sensory Memory Game for
Young Children's

 7,4 x 2,17 x 8,07 in  4





MU60544 – Page 28
Search Open and Find

 9,65 x 2,17 x 9,65 in  4





MU60810 – Page 25
Numbers, Shapes and
Colours

 7,4 x 2,17 x 8,07 in  4





MU57885 – Page 29
First Animal Sounds
Montessori

 11,22 x 2,4 x 9,65 in  4





IT20188 – Page 26
Tactile Animals Montessori

 9,65 x 2,17 x 9,65 in  4





MU57861 – Page 30-31
Sensory Lab Montessori

 9,65 x 3,86 x 9,65 in  3





MU54341 – Page 27
My First Tactile Library
Montessori

 9,65 x 2,17 x 9,65 in  4




MU54907 – Page 33
123 Puzzle

 6,06 x 1,81 x 8,07 in  4





**EN24636 – Page 34
Syllables Factory**

 9,65 x 2,17 x 8,07 in


 4



8 059591 424636



**IT21062 – Page 38
Step by Step Drawing School**

 9,65 x 2,17 x 9,65 in


 4



8 059591 421062



**MU57571 – Page 35
Tactile Numbers Montessori**

 9,65 x 2,17 x 8,07 in


 4



8 057592 357571



**EN20966 – Page 39
Read & Write**

 9,65 x 2,17 x 9,65 in


 4



8 059591 420966



**EN20942 – Page 36
Montessori Touch Abc**

 9,65 x 2,17 x 9,65 in


 4



8 059591 420942



**IT21109 – Page 40
Montessori I23 Touch Bingo**

 9,65 x 2,17 x 9,65 in


 4



8 059591 421109



**EN20959 – Page 37
My First Words**

 9,65 x 2,17 x 8,07 in


 4



8 059591 420959



**EN54372 – Page 41
ABC Write & Play**

 9,65 x 2,17 x 9,65 in

 4



8 057592 354372





MU25411 – Page 42
Easy Coding Game



9,65 x 2,17 x 8,07 in



4



8 059591 425411



EN57915 – Page 46
First Writing Encyclopedia



11,22 x 2,4 x 9,65 in



4



8 057592 357915



IT20836 – Page 43
My Little House Montessori



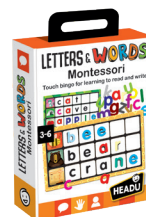
11,22 x 2,4 x 9,65 in



4



8 059591 420836



EN20980 – Page 47
Montessori Letters & Words



11,14 x 2,87 x 12,4 in



3



8 059591 420980



EN26968 – Page 44
Writing Lab Montessori



9,65 x 2,17 x 9,65 in



4



8 059591 426968



MU57908 – Page 48
My First Music School



11,22 x 2,4 x 9,65 in



4



8 057592 357908



EN54389 – Page 45
Intelligences Farm



9,65 x 2,17 x 9,65 in



4



8 057592 354389



EN51852 – Page 49
Theatre Acting School



11,22 x 2,4 x 9,65 in



4




8 057592 351852






MU60568 – Page 50-51
Magic Story Creation Cube

 9,65 x 3,7 x 10,83 in

 4




EN22786 – Page 57
What Time is it?

 9,65 x 2,17 x 9,65 in

 4




EN60575 – Page 52-53
Wooden Desk Writing School

 14,96 x 3,7 x 12,4 in

 3




EN29822 – Page 58
Dinosaurs under X-Ray

 9,65 x 2,17 x 8,07 in

 4




MU54242 – Page 55
First Multiplication Game

 9,65 x 2,17 x 9,65 in

 4




MU57939 – Page 59
Explore The USA

 9,65 x 2,17 x 9,65 in

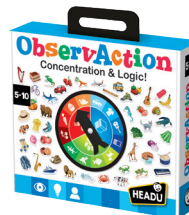
 4




EN22762 – Page 56
The Human Body under X-Ray

 9,65 x 2,17 x 8,07 in

 4



MU24773 – Page 60
ObservAction

 11,22 x 2,4 x 9,65 in

 4





MU57946 – Page 61
Discover The USA

11,22 x 2,4 x 9,65 in



8 057592 357946



IT21420 – Page 65
Explore Puzzle The Safari

9,65 x 2,17 x 9,65 in



8 059591 421420



IT20867 – Page 63
8+I Puzzle My Farm

9,65 x 2,17 x 8,07 in



8 059591 420867



IT20140 – Page 66
Montessori First Puzzle the Farm

9,65 x 2,17 x 8,07 in



8 059591 420140



IT22243 – Page 63
8+I Puzzle Dinosaurs

9,65 x 2,17 x 8,07 in



8 059591 422243



IT20133 – Page 67
Montessori First Puzzle the Forest

9,65 x 2,17 x 8,07 in



8 059591 420133



IT22311 – Page 64
Explore Puzzle The Sea Life

9,65 x 2,17 x 9,65 in



8 059591 422311



MU23592 – Page 68
Tactile Puzzle Montessori Farm



9,65 x 2,17 x 9,65 in



8 059591 423592



MU56970 – Page 69
Tactile Puzzle Montessori
Dino

 9,65 x 2,17 x 9,65 in  4





POP57663 – Page 72
Window Shop Kit Multiple
Intelligences 2023

 1



POP60285 – Page 71
Wooden Little Car

 39,37 x 2,76 x 15,75 in  1



LUDIC





POP60841 – Page 71
Little Wooden Boat

 39 x 31 x 11,4 in  1



EN25855 – Page 76
Storyteller

 4,61 x 1,77 x 4,61 in  6





POP60834 – Page 71
Little Wooden Schoolbus

 35 x 23 x 11,4 in  1



MU53467 – Page 77
Crossroads

 4,61 x 1,77 x 4,61 in  6





MU55409 – Page 77 Password



4,61 x 1,77 x 4,61 in



6



EN25992 – Page 81 Mimable



6,06 x 1,89 x 6,06 in



5



MU27460 – Page 78 MasterBluff



4,61 x 1,77 x 4,61 in



6



MU27514 – Page 82 Escape Math



6,06 x 1,89 x 6,06 in



5



EN25831 – Page 79 Ipse Dixit



4,61 x 1,77 x 4,61 in



6



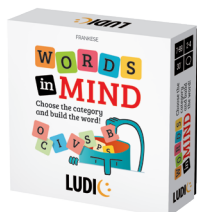
MU25916 – Page 83 Seven Games



6,06 x 1,89 x 6,06 in



5



EN28313 – Page 80 Words in Mind



4,61 x 1,77 x 4,61 in



5



EN25930 – Page 84 Debate



6,06 x 1,89 x 8,07 in



5





MU53450 – Page 85 Strange Connections



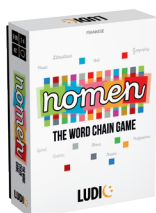
6,06 x 1,89 x 6,06 in



5



8 057592 353450



EN28375 – Page 86 Nomen



6,06 x 1,89 x 8,07 in



5



8 059591 428375



EN26074 – Page 87 Contact



9,65 x 2,17 x 8,07 in



4



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