

Discover

THE MAGIC CARDS

ACTIVITIES!



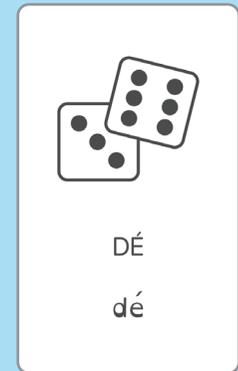
How to quit an activity?

BACK TO THE OPTION OF CHOOSING AN ACTIVITY



QUIT THE MODE "MAGIC CARD ACTIVITIES"

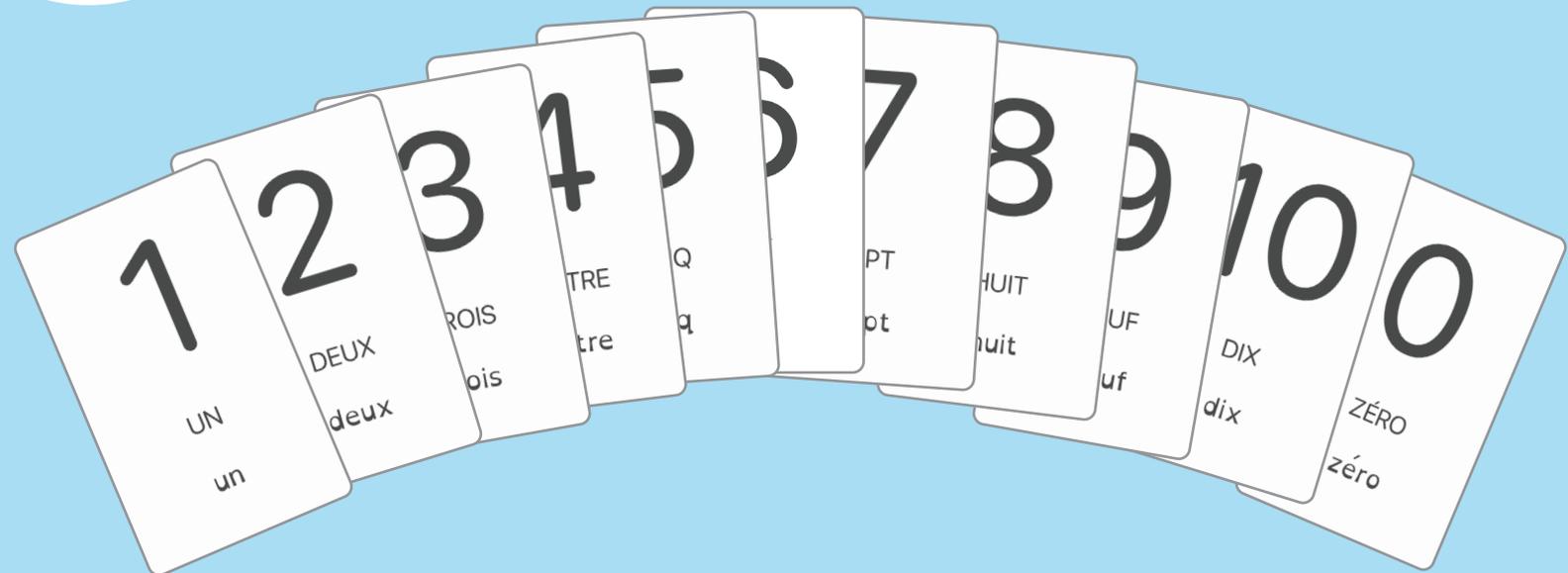
- Dans le menu du choix d'activité :
- In the menu of the activity choice :
Put down the "dice" card again
- Switch back to using Leka with the tablet
- Put the robot in charge
- In case of an issue:



How to access an activity?



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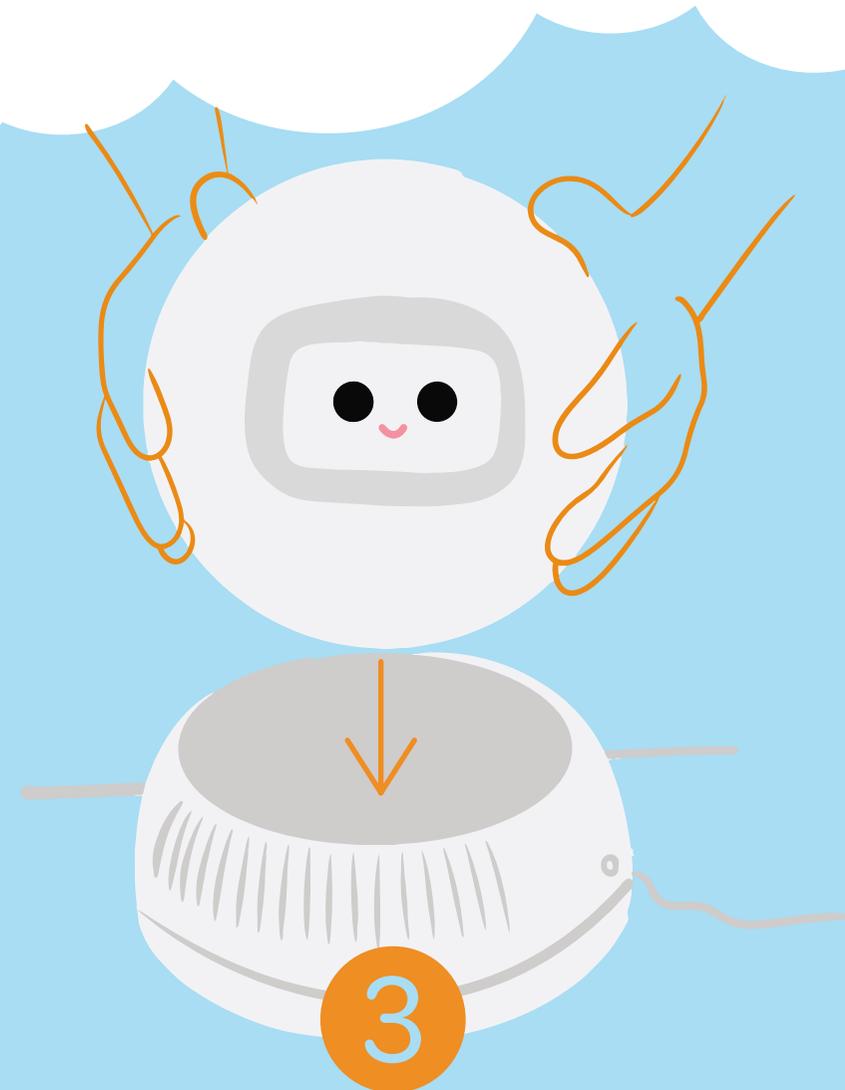
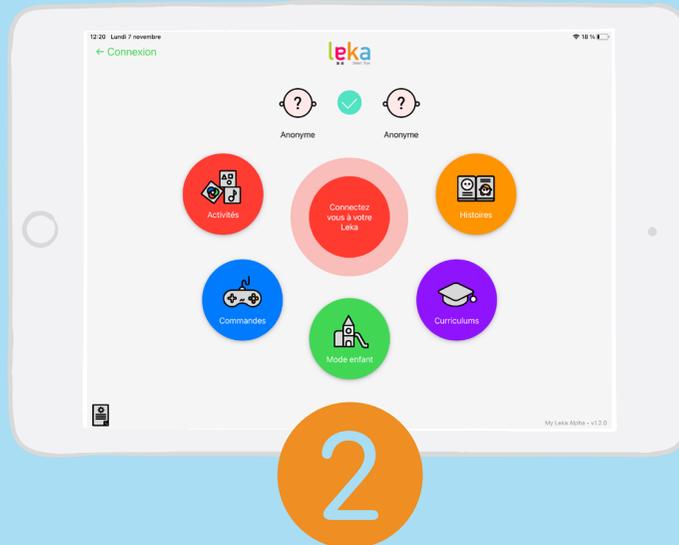


HOW IT WORKS

The activities “**Magic cards**” activities are launched by placing successively the “dice” card and the card of the number of the associated activity on Leka’s forehead.

At the end of each activity, Leka returns to the main menu, to the choice of activities (except for activity 10 “Display of magic cards”).

How to quit an activity?



Summary of activities

CHOICE OF REINFORCER

Approach a reinforcer card to define the default reinforcer.



COLOUR RECOGNITION (on screen)

Leka displays a color on the screen. The child must approach the card associated with the correct color to display a reinforcer.



EMOTION RECOGNITION

Leka displays an emotion on its screen. The child must approach the card associated with the correct emotion to display a reinforcer.



NUMBER RECOGNITION

Leka displays a number on the screen. The child must approach the card associated with the correct number to display a reinforcer.



COLOR RECOGNITION (leds)

Leka displays a color on its LEDs. The child must approach the card associated with the correct color to display a reinforcer.



FOOD RECOGNITION

Leka displays food on the screen. The child must approach the card associated with the correct food to display a reinforcer.



Sommaire des activités

COUNT OF TURNED ON LEDS

6

SIX

Leka randomly lights up between 1 and 6 leds around Leka. The child must approach the card associated with the correct number of LEDs to display a reinforcer.

SUPER SIMON

8

HUIT

Leka displays one LED color, then 2, then 3. The child must approach the card(s) associated with the sequence to display a reinforcer.

DISPLAY OF MAGIC CARDS

10

DIX

Leka displays a pattern on his screen. The child must approach the card associated with the correct pattern, to display a reinforcer.

COUNT OF LIGHT FLASHES

7

SEPT
sept

Leka randomly lights up between 1 and 6 times. The child must approach the card associated with the correct number of flashes to display a reinforcer.

SHAPE RECOGNITION

9

NEUF
neuf

Leka affiche une forme sur son écran. L'enfant doit approcher la carte associée à la bonne forme pour afficher un renforçateur.

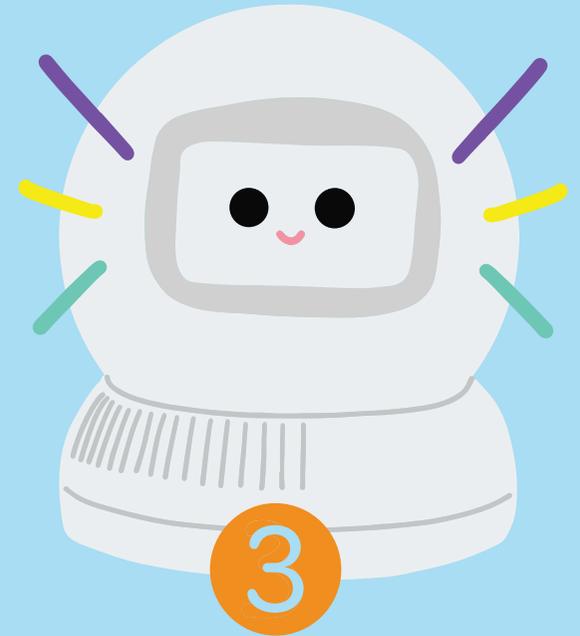
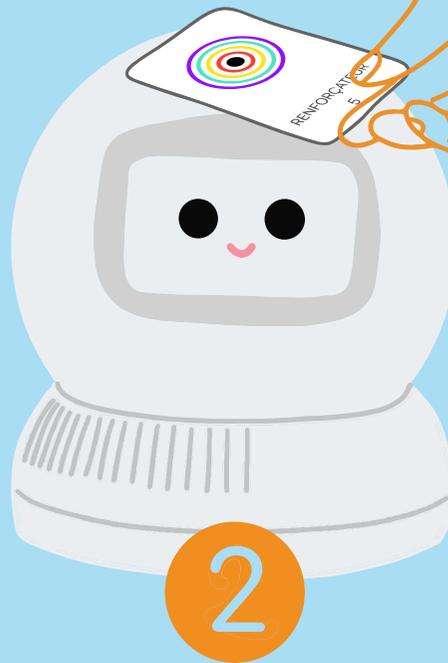
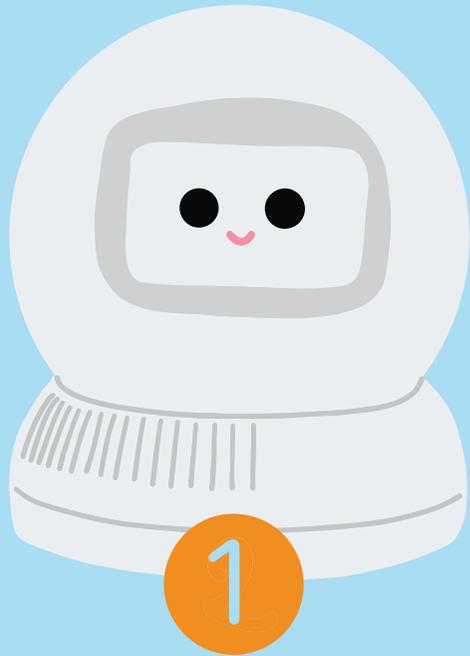
Choice of reinforcer

Identify the child's preferred reinforcer

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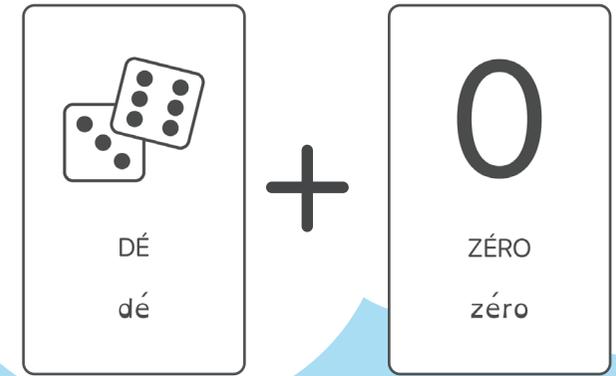
DÉ
dé

ZÉRO
zéro



Choice of reinforcer

Identify the child's preferred reinforcer



HOW IT WORKS

This activity identifies the child's favorite reinforcer. The child must approach a reinforcer card to play and record the and record the default reinforcer.

EXAMPLE OF USE

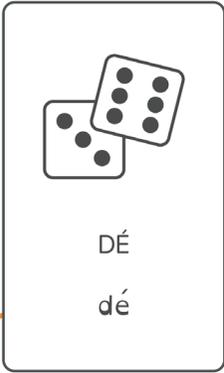
The child loves spinning reinforcers. He places the reinforcer card 1 on Leka's forehead. Leka performs reinforcer 1.

Then the child places booster 2 on top and Leka plays it.

The child prefers the first one. He has to put the reinforcer 1 back to set it as the default reinforcer.

Once the reinforcer has been chosen, the "Dice" card is used to return to the choice of activities.

NUMBER RECOGNITION

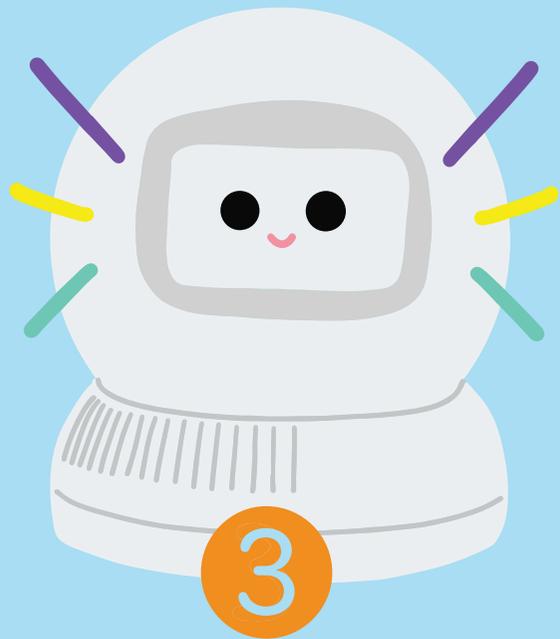


DÉ
dé

+

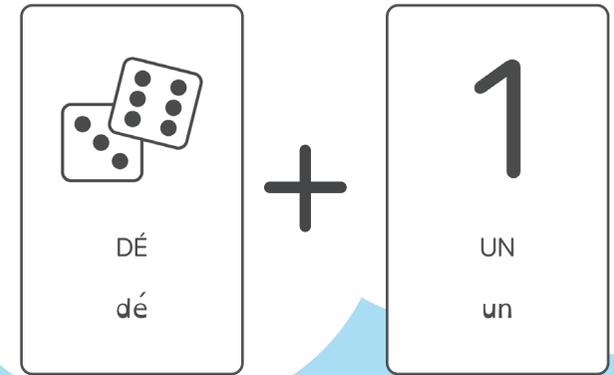


1
UN
un



0 ZÉRO zéro	1 UN un	2 DEUX deux	3 TROIS trois	4 QUATRE quatre	5 CINQ cinq	6 SIX six	7 SEPT sept	8 HUIT huit	9 NEUF neuf	10 DIX dix
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Number recognition



HOW IT WORKS

Leka displays a number on the screen. The child must approach the card associated with the correct number to display a reinforcer.

EXAMPLE OF USE

An 8 is displayed on the screen. The child approaches and places the 3 cards by mistake. Nothing happens so as not to stigmatize the mistake.

He then takes the 8, places it on Leka's forehead.

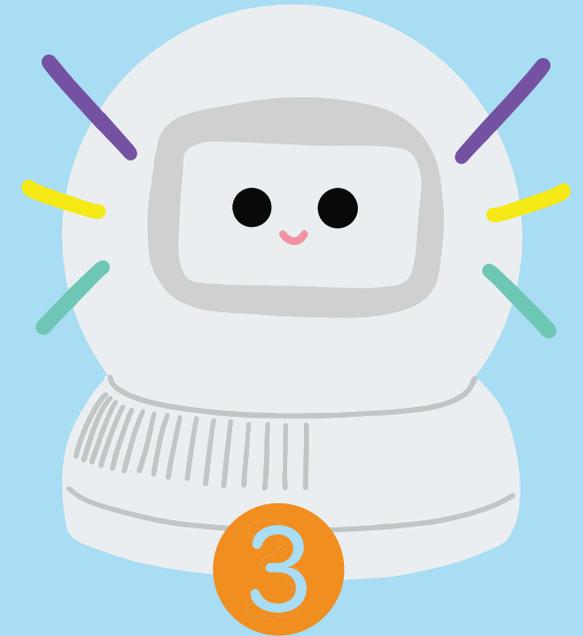
The default reinforcer is played because the correct answer has been found.

10 sequences



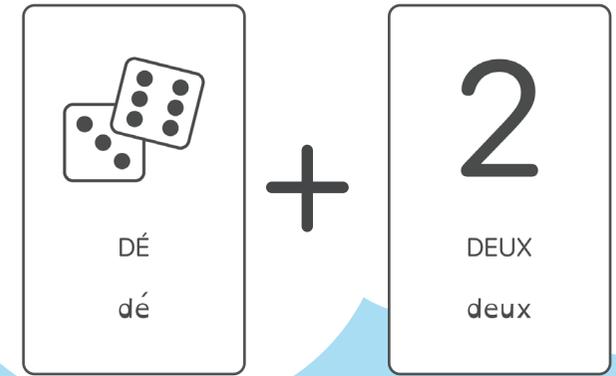
Color recognition (on screen)

Illustration of a hand holding a card with two dice and the number 2. The card with dice is labeled "DÉ dé" and the card with the number is labeled "DEUX deux".



 BLEU bleu	 VERT vert	 ROUGE rouge	 JAUNE jaune
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Color recognition (on screen)



HOW IT WORKS

Leka displays a color on the screen. The child must approach the card associated with the correct color to display a reinforcer.

EXAMPLE OF USE

The color green is displayed on the screen. The child approaches and places the "Orange" card by mistake. Nothing happens, so as not to stigmatize the mistake. He then picks up the Green, places it on Leka's forehead. The default reinforcer is played because the correct answer has been found.

10 sequences



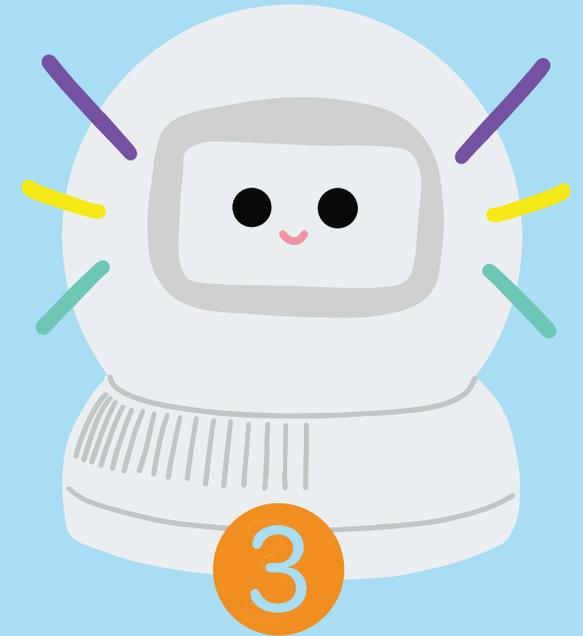
Color recognition (LEDs)

Illustration of two dice and the number 3 with its French equivalent.

DÉ
dé

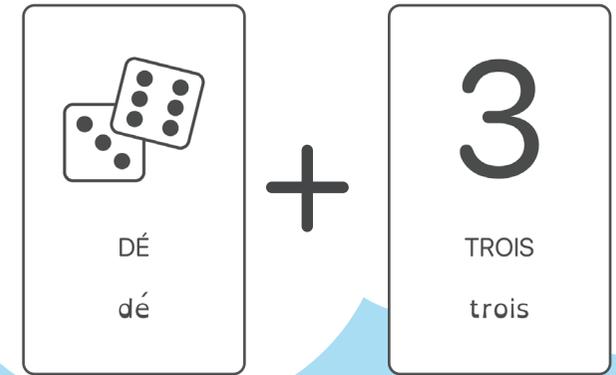
+

3
TROIS
trois



					
BLEU bleu	VERT vert	ORANGE orange	ROUGE rouge	JAUNE jaune	VIOLET violet

Color recognition (LEDs)



HOW IT WORKS

Leka displays a color on its LEDs. The child must approach the card associated with the right color to display a reinforcer.

EXAMPLE OF USE

Leka colors its belt purple. The child approaches and places the “Blue” card by mistake. Nothing happens, so as not to stigmatize the mistake. He then takes the “Purple” card and places it on Leka’s forehead.

The default reinforcer is played because the correct answer has been found.

10 sequences

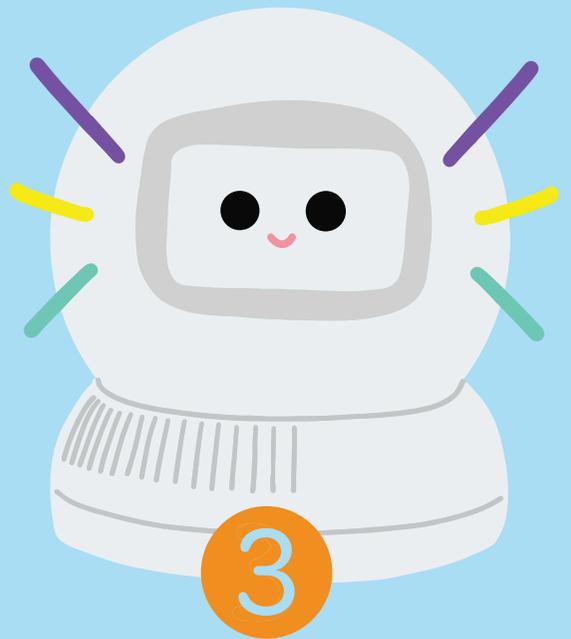


Recognition of emotions


DÉ
dé

+

4
QUATRE
quatre



COLÈRE
colère



JOIE
joie



DÉGOÛT
dégoût



PEUR
peur



TRISTESSE
tristesse



COLÈRE
colère



JOIE
joie



DÉGOÛT
dégoût

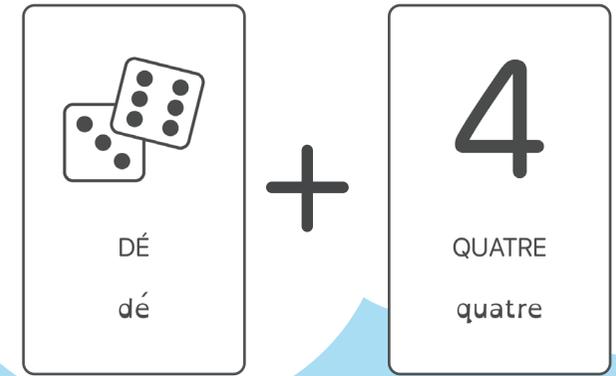


PEUR
peur



TRISTESSE
tristesse

Recognition of emotions



HOW IT WORKS

Leka displays an emotion on its screen. The child must approach the card associated with the right emotion to display a reinforcer. Several game options are possible, using only one type of card or mixing cards or by mixing the emotions of Leka and those of the illustrated children.

EXAMPLE OF USE

Leka shows his sad face. The child plays with both types of representation of the magic cards.

He chooses the "Sadness" card, from the illustrated child, and places it on Leka's forehead.

The default reinforcer is played because the correct answer has been found. The child could also have chosen the "Sadness" card from Leka's emotions.

10 sequences

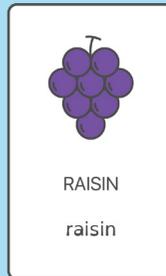
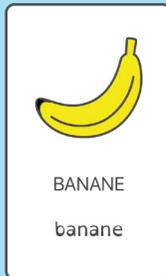
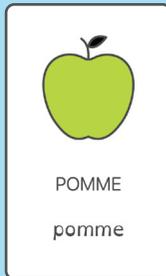
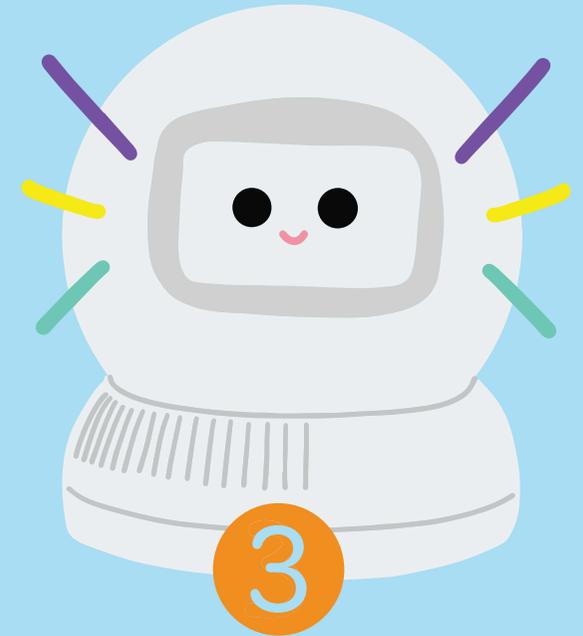
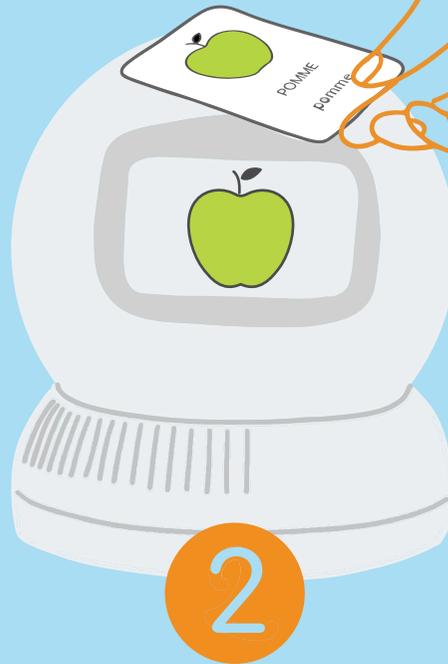
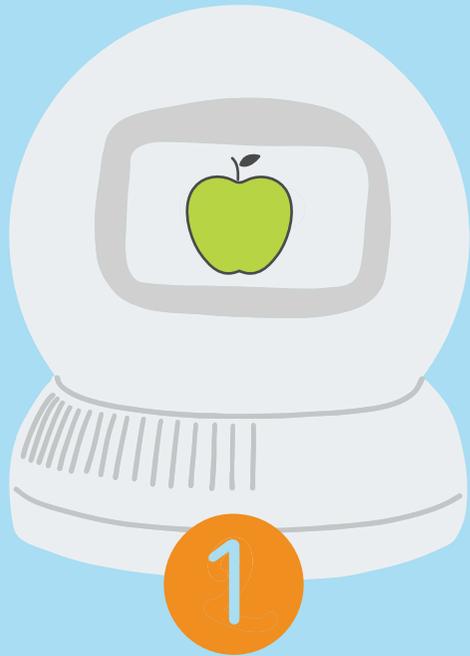


Food recognition

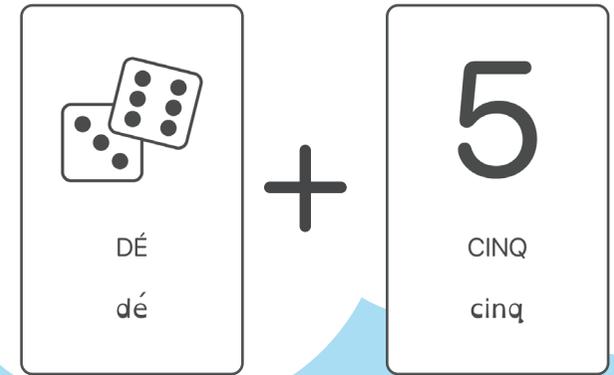

DÉ
dé

+

5
CINQ
cinq



Food recognition



HOW IT WORKS

Leka displays a food item on its screen. The child must approach the card associated with the correct food to display a reinforcer.

EXAMPLE OF USE

Leka displays a carrot on its screen. The child approaches and places the "Banana" card by mistake. Nothing happens, so as not to stigmatize the mistake.

He then takes the "Carrot" card, places it on Leka's forehead. The default reinforcer is played because the correct answer has been found.

10 sequences

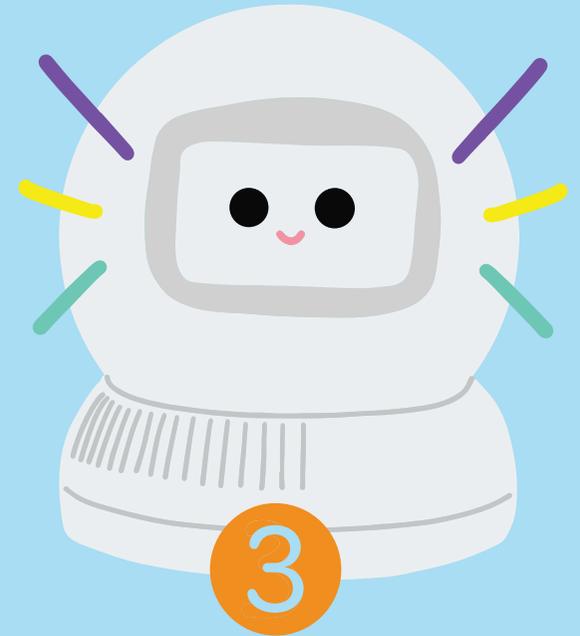
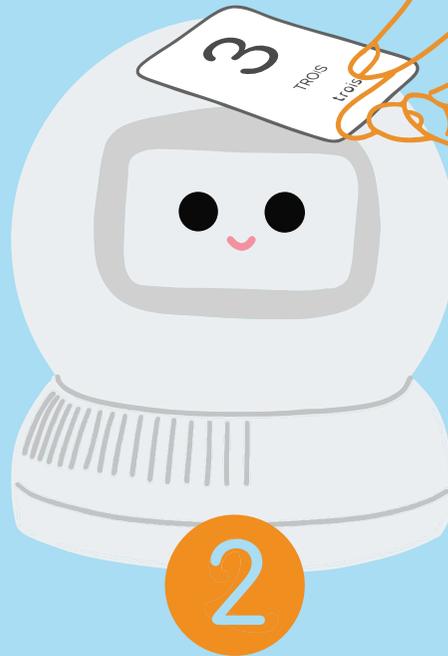


Count of turned on leds


DÉ
dé

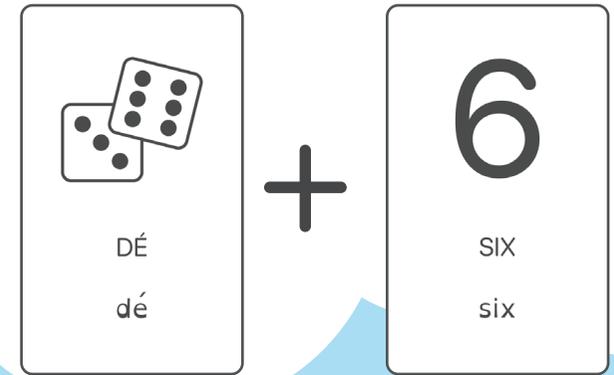
+

6
SIX
six



0 ZÉRO zéro	1 UN un	2 DEUX deux	3 TROIS trois	4 QUATRE quatre	5 CINQ cinq	6 SIX six
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Count of turned on leds



HOW IT WORKS

Leka randomly lights up between 1 and 6 leds.

The child must approach the card associated with the right number of leds to display a reinforcer.

EXAMPLE OF USE

Four leds light up around Leka. The child takes the Leka and rotates it in his hands in order to

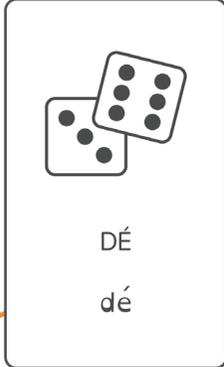
The child takes the Leka and spins it in his hands to count the leds that are lit (he could also spin around).

He counts 4, so he places card 4 on Leka's forehead. The default reinforcer is played because the correct answer has been found

10 sequences



Count of light flashes

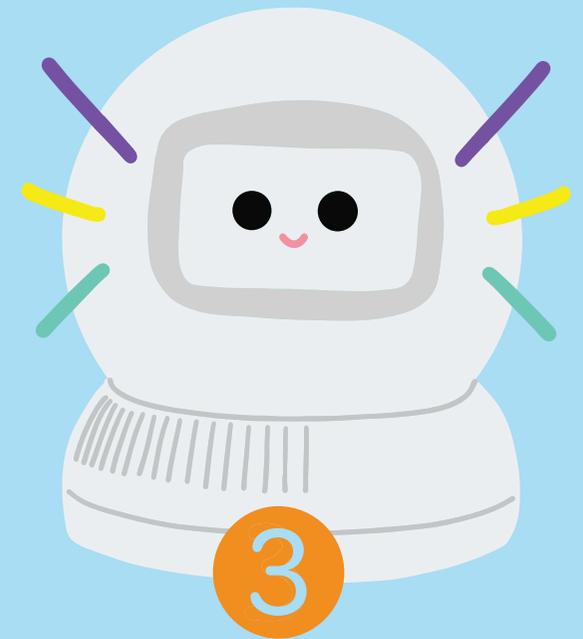
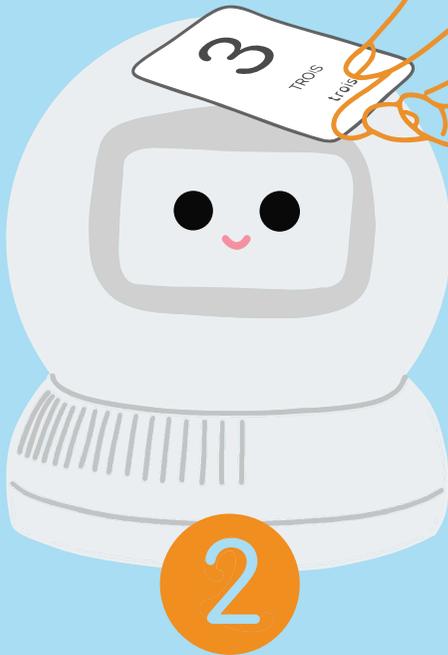


DÉ
dé

+

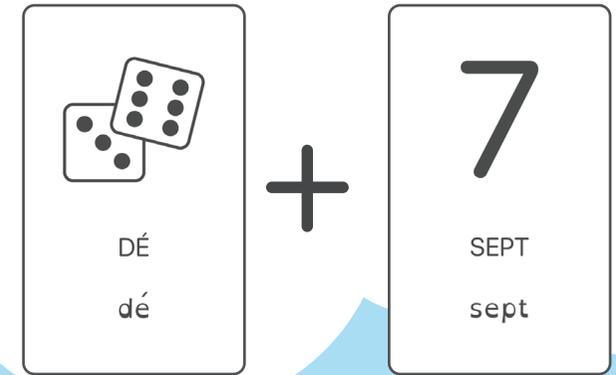


7
SEPT
sept



0	1	2	3	4	5	6
ZÉRO zéro	UN un	DEUX deux	TROIS trois	QUATRE quatre	CINQ cinq	SIX six

Count of light flashes



HOW IT WORKS

Leka randomly lights up the entire Leka belt between 1 and 6 times. The child must approach the card associated with the correct number of flashes to display a reinforcer.

EXAMPLE OF USE

The Leka belt lights up 3 times in a row. The child counts 2 flashes by mistake. He places card 2 on Leka's forehead. Nothing happens, so as not to stigmatize the mistake. He then places the 3. The default reinforcer is played because the correct answer has been found.

10 sequences

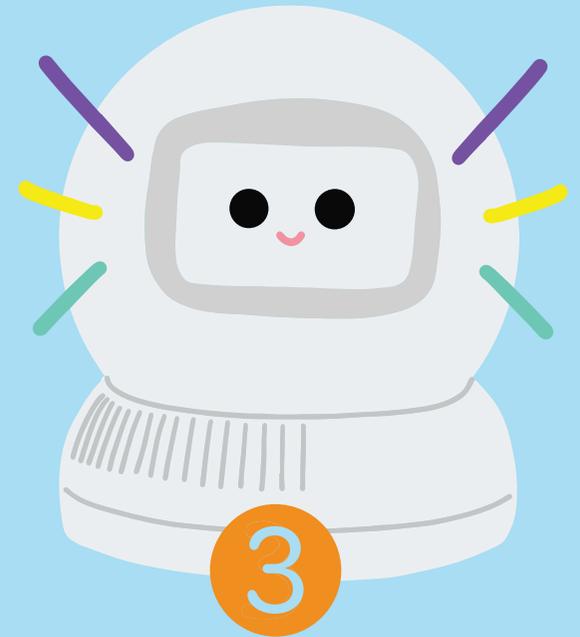
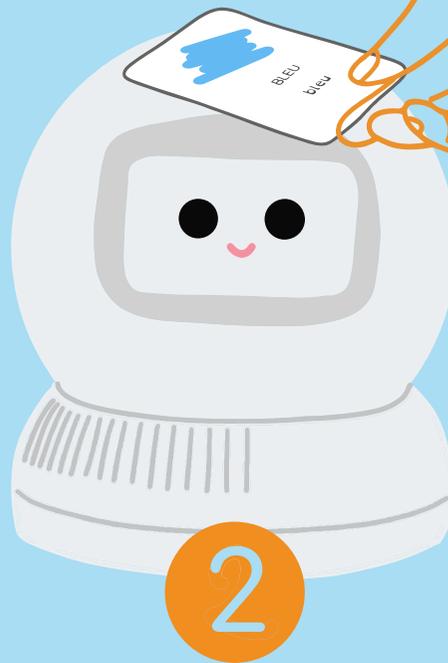
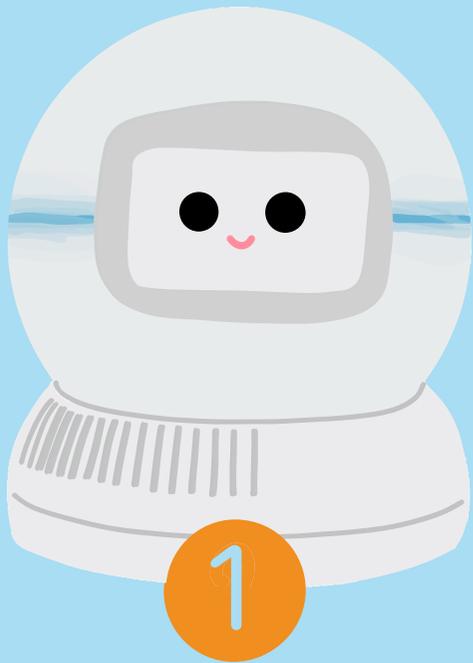


Super Simon

DÉ
dé

+

8
HUIT
huit



BLEU
bleu

VERT
vert

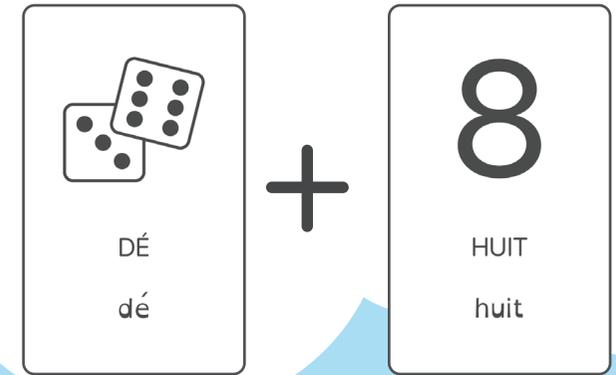
ORANGE
orange

ROUGE
rouge

JAUNE
jaune

VIOLET
violet

Super Simon



HOW IT WORKS

Leka displays one color on its LED belt, then 2, then 3 and so on and so on up to 5. The child must approach the card or cards associated with the sequence to display a reinforcer.

EXAMPLE OF USE

Leka lights up blue. The child approaches and places the “Blue” card.

Leka lights up blue and the default reinforcer is played.

The robot lights up blue then yellow. The child places the “the robot lights up blue, meaning that the correct color of the sequence has been found. The child then puts down the “Yellow” card.

The robot lights up yellow and displays a reinforcer. The game continues until the sequence of 5 colors is completed.

10 séquences

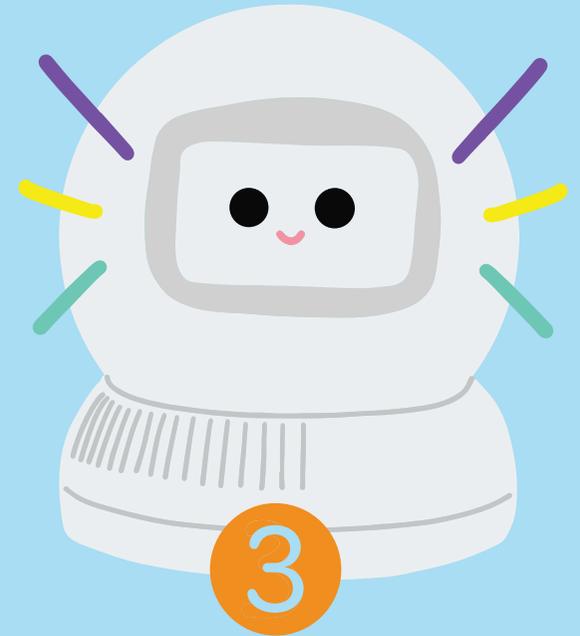


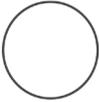
Shape recognition


DÉ
dé

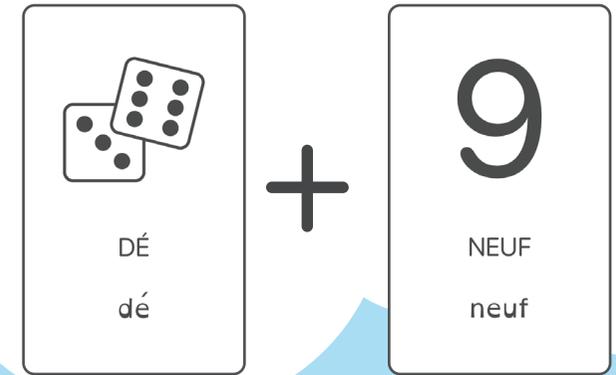
+

9
NEUF
neuf



 CERCLE cercle	 CARRÉ carré	 ÉTOILE étoile	 TRIANGLE triangle
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Shape recognition



HOW IT WORKS

Leka displays a shape on its screen. The child must approach the card associated with the correct shape to display a reinforcer.

EXAMPLE OF USE

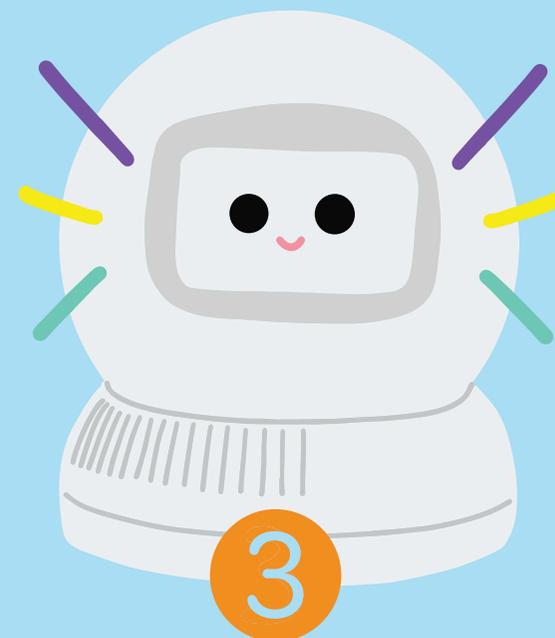
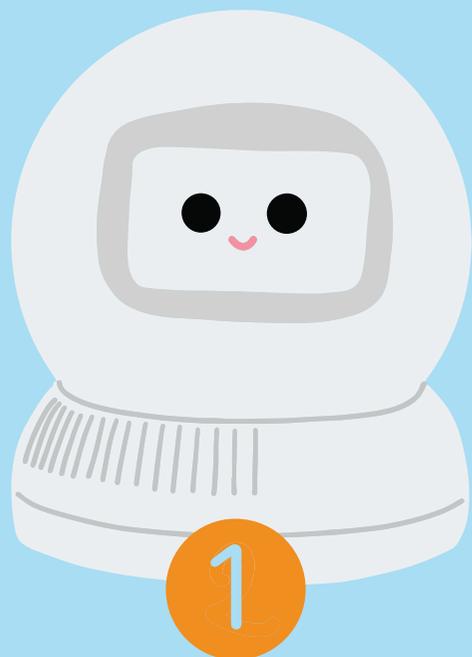
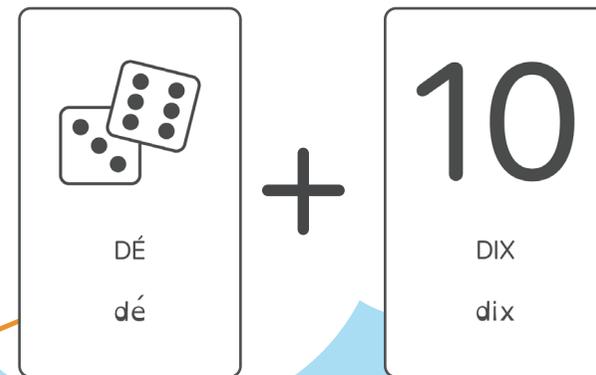
Leka displays a triangle on its screen. The child approaches and places the "Square" card by mistake. Nothing happens, so as not to stigmatize the mistake.

He then picks up the "Triangle" card and places it on Leka's forehead. The default reinforcer is played because the correct answer has been found.

8 séquences



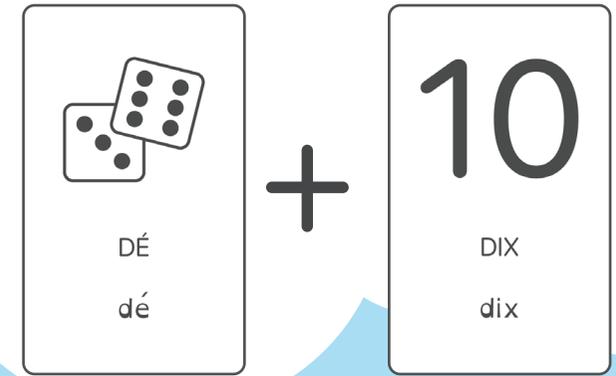
Display of magic cards



You can use all the magic cards with the exception of the following two :



Display of magic cards



HOW IT WORKS

Leka displays the picture of the magic card on his forehead.

EXAMPLE OF USE

To begin with, Leka shows his smiling face. The child places the "Coloured Piano" card.

The Coloured Piano logo appears on the screen.

The principle is the same for all the other cards except for the cards except for the "Dice" and "Emergency Stop" cards, which respectively take the child out of the the activity and execute an emergency stop.

10 sequences

