Name	Education Level	Description
1. Abacus	Upper Primary	The Abacus is a calculation machine. It is used mainly as a tool for simple and more complicated exercises in addition and subtraction. It helps children to understand that numbers exist out of different units like ones, tens, hundreds, thousands and ten thousands.
2. Addition Machine	Lower Primary	The addition machine is a counting machine specifically made for young children. The box is coloured to make it more attractive. The shape of the box and its coloured counters make mathematics more of a game.
3. Adinkra Memory	Lower Primary - Upper Primary	The Adinkra symbols are means of communicating in the Akan language. Each symbol is a complete proverb which explains a particular situation, understanding the symbols enriches the Akan language. Next to this, the game improve the children's ability of memorizing.
4. Alphabet Memory	Lower Primary - Upper Primary	This learning material has a broad scope of applications. It is designed to train the memory of children and their knowledge in the alphabets. Furthermore Alphabet memory can be played by a group of children, that is competing in the formation of two or more letter words to broaden their vocabulary.
5. Block Alphabet & Numerals	KG - Lower Primary	The Alphabet & Numerals TLM are a big box full with alphabets and numerals, which you can put down on the table or in front of the classroom.
6. Animal Puzzle	KG	With the Animal Puzzle children learn to solve problems. They are also able to learn and identify the name of the animal. The animal can be used in animal related stories.
7. Big Tro-tro	Lower Primary	The Big Tro-tro introduces young children in an orderly way to the basics of counting, addition and subtraction. Because the Big Tro-tro really looks like a Tro-tro it makes it attractive for children to work with. It also gives the lessons a realistic touch. If children are familiar with the Big Tro-tro they can start using the small Abacus.
8. Block Tower	KG - Lower Primary - Upper Primary	The block tower stimulates the perception of different sizes and weights. Children can construct the tower from big to small or in any other creative way. The two colours on every block gives the possibility to work with the words: front—back, up—down.
9. Building Blocks	KG - Lower Primary	The building blocks are used to introduce shapes, sizes, weights and for construction. It helps children to be creative. Children can play in groups with the Building blocks, thereby training their social skills. In the KG, blocks should be mainly used for playing and building constructions. For the lower primary education different teaching methods can be find on the back of the manual.
10. Colour Tower	KG - Lower Primary	The Colour tower is used to introduce colours, sizes, shapes and weights. Apart from building the tower to its normal state, the children can also use the pieces to construct their own designs. The Colour tower is made of eight rectangular shapes (the biggest shape is fixed to a rod).
11. Environmental Puzzle	KG - Lower Primary - Upper primary	The Environmental Puzzle is part of the Puzzle Cabinet. Each separate puzzle can be bought as a single item. The Environmental Puzzle teaches children about living things; goat, fish, tree, flower, child, digestive system.

Name	Education Level	Description
12. **Fruit Tree**	Lower Primary	The Fruit tree helps children to understand simple addition and subtraction sums. It will help children to develop skills like; counting, adding and subtracting. Mathematics becomes more realistic with the fruit tree because of the reference to real trees.
13. **Gate Ball**	KG - Lower Primary	Gate Ball is a competitive social game for children. The aim for the game is to stimulate hand-eye coordination and simple mathematical skills through playing.
14. **Insert Tray**	KG - Lower Primary - Upper Primary	The insert tray is a preparation product for writing skills. This product helps the children to practice writing. It can also be used for creative arts. Because the Insert Tray has many colours, you can also use it for introducing the colours.
15. **Learning Clock**	Lower Primary - Upper Primary	The Learning Clock is used to identify time. It is the best teaching and learning material for children or learners in knowing the time. It helps children to identify the short arm and the long arm of the hours and minutes.
16. **Puzzle Cabinet**	KG - Lower Primary - Upper Primary	The Puzzle Cabinet is specially designed for environmental studies. The different puzzles learn children about the different parts of living things (tree, flower, human, animals). Apart from environmental studies working with the puzzles also stimulates problem solving skills and language development.
17. **Reading Board**	Lower Primary - Upper Primary	The Reading Board is a learning material used for spelling (English). It has two sides (front and back) the front side has pictures and their spellings whiles the back has pictures only. The pictures on the Reading Board can help to visualize science and environmental lessons. The separate wooden alphabet is also usable without using the Reading Board.
18. **Sandpaper Letters & Numbers**	KG - Lower Primary	The Sand paper letters and numbers are a learning material used for young children to become familiar with letters and numbers. By feeling the shape and pronouncing the letter/number written on the sandpaper children become familiar with the letters (a-z) and numbers (0-9) and their accompanying sound/pronunciation.
19. **Shape Posting Box**	KG	The Shape Posting Box is used to enable children to identify the different shapes of objects with the shapes on a box. It also helps children to develop their eye-hand coordination. Children can play in groups with the Shape Posting Box, so it also trains their social skills.
20. **Small Abacus**	Lower Primary	The Small Abacus is a helping aid for children to solve simple addition and subtraction sums. The children use this material individually.
21. **Small Tro-tro**	Lower Primary	Next to the Big Tro-tro, we also have the Small Tro-tro. The Small Tro-tro introduces young children in an orderly way to the basics of counting, addition and subtraction, up to six.
22. **Tangram**	Upper Primary	The Tangram is a unique product which provides children of all ages the opportunity to explore the world of geometrical shapes. This learning aid is one of the best puzzle games. It makes children very creative, attentive and quick to reason.
23. **Toddler Puzzle**	KG	Use the Toddler Puzzle to find out how clever a toddler is. The toddler is able to identify shapes and learns to solve problems.