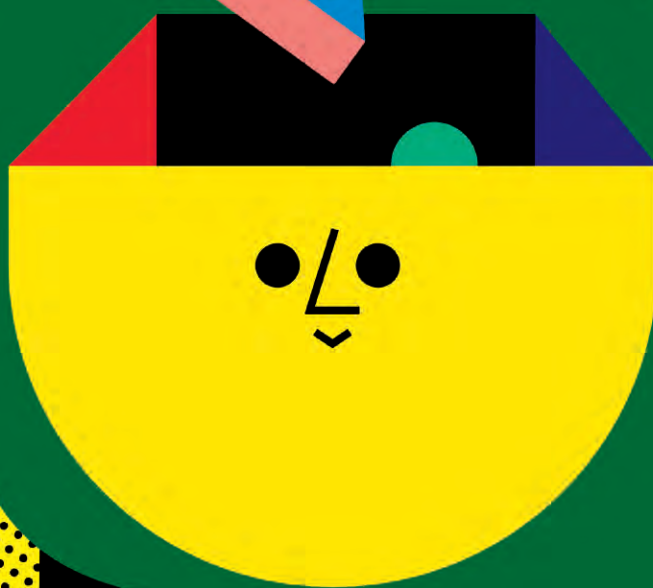


Erickson

Foreign rights guide

2021 | 2022



*ideas
that
help*



Fabio Di Pietro
Editorial Director

INCLUSION COMES FIRST

“Inclusion is a broadening of horizons for everyone. A possibility of mutual human evolution.”

One of the most beautiful definitions of inclusion by **Andrea Canevaro**, the father of special pedagogy in Italy.

For us, inclusion comes first.

It is a North Star that has shown the way forward for more than 35 years. We are convinced that the school system should not leave anyone behind, and should strive to **eliminate all forms of discrimination**.

This is why we continue to propose innovative, continuously evolving ideas and materials which build truly inclusive contexts, capable of encompassing everyone's differences.

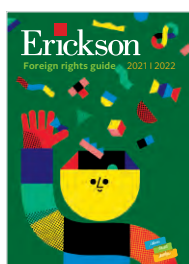
Our constant effort towards full inclusion continued during this difficult pandemic year, in which we designed many new editorial projects dealing with educational differentiation, such as the new diorama series *Little Darwin's Adventures*, as well as new titles of the *Smart Posters* and the *Lapbook* series, together with new and exciting educational games.

It Depends On Me is a new series, to be launched early in 2022, aiming to make students more autonomous and create awareness. It will provide pre-adolescents with reflections, guidelines and suggestions for creating a responsible and sustainable future.

On the teacher front, since innovation must always be matched by professional skills capable of finding practical solutions at school, the series “*What to do (and what to avoid) - a quick guide for teachers*” offers three volumes: one on ADHD, one on autism and one on oppositional defiant disorder. Thanks to their rapid effectiveness and ease of use, they have already become indispensable tools for thousands of teachers in Italy.

Alongside teachers, educators, and professionals we are pushing for a real change in the system: one that favours the active participation of all students.

**Many people talk about inclusion. We do it!
Together with you!**

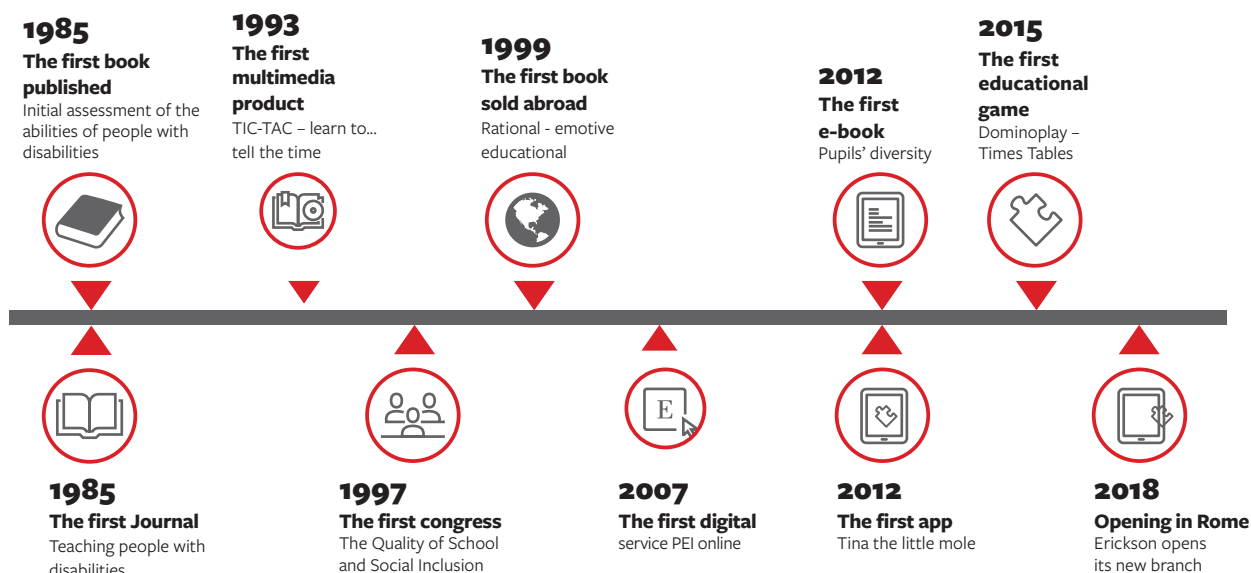


Our catalogue's cover
In the cover illustration **Camilla Falsini** has interpreted for us the concept of inclusion.

Who we are

Founded in 1984, Erickson was originally a **centre for reintegration and rehabilitation** of persons with mental disabilities, that used to conduct **research**, training and consulting activities in the field of teaching and social work.

Thanks to its **high scientific standards**, today Erickson is a **leader in Italy in publishing, software creation, training and research in the fields of teaching, education, learning disabilities, special needs, full inclusion, applied and clinical psychology, social work and welfare.**



THE FOUNDERS



Fabio Folgheraiter

Professor of Social Work Methodology at the Catholic University of the Sacred Heart in Milan, where he coordinates the bachelor's degree course in Social Services and the Master's degree course in Social Policies and Services for Families, Minors and the Community. He is editor of the series «Social work methods and techniques» and the scientific journal «Social Work» for Erickson.



Dario Ianes

Ordinary Professor of Didactics and Special Pedagogy at the University of Bolzano, on the degree course in Primary Education. He is co-founder of Centro Studi Erickson in Trento, for whom he edits several series, among which Guides and Materials. He is the author of various articles and books and editor of the journal «Learning Difficulties».

Educational games	3	Disability and Autism	75
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LEGEND



RECOMMENDED
AGE FOR USE



OBJECTIVES



Materials created with scientific
consultations from the
Universities of Padua and Trento



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REPRODUCIBLE PAGES



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Educational games



Desirée Rossi



Valentina Dutto



Irene Biemmi

MEMOPLAY

A series of educational games for training memory and concentration, developing logic skills and consolidating learning

The series *Memoplay* is designed to **develop visual memory and concentration** and also to reinforce other specific skills. With the different games in the series children can practice matching cards according to criteria of visual similarity and also according to other unique content. In fact, each game focuses on particular areas and these are: **logic skills, visual-spatial abilities, metaphonology, sense of self and of others, lexis and learning.**



A white symbol allows players to verify the exact match and **play independently** without needing the constant supervision of an adult



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Desirée Rossi

A graduate of Educational Sciences and Clinical Psychology, she has taught in Nursery schools and currently teaches in Primary school. She collaborates with the Erickson Research and Development Sector.

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TABLOTTO is an easy-to-use, intuitive game. It stimulates children's curiosity and motivation, and thanks to the self-correcting mechanism it allows children to learn independently while having fun.



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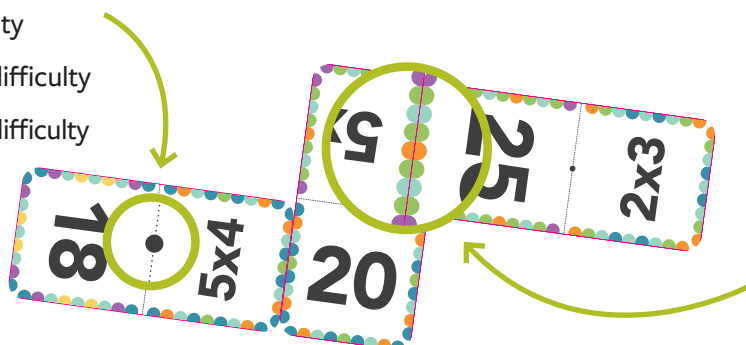
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DOMINOPLAY

The clever and amusing domino to learn playing at school, at home and with friends!

This series offers fun, didactic games which are variations on the classic game of dominoes, excellent for **supporting learning and automatisms**. Each game is divided into **different levels of increasing difficulty**, allowing all children to learn and have fun!

- Low difficulty
- Medium difficulty
- Higher difficulty



5-11 years



1 or more players



- Supports learning
- Supports automatisms

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WHAT A CHALLENGE!
GEOMETRY**

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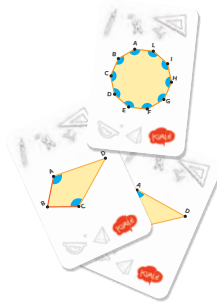
Grazia Cotroni

Math, What a Challenge!

Games for learning math while having fun

GEOMETRY

In a single box, two original games to **practice and consolidate the geometry notions covered in lower secondary school**. Learning by playing is certainly a fun and never boring method to consolidate learning, in the classroom and at home!



Kualè

discover the card drawn by the opposing team, asking the players questions that can only be answered with YES or NO



11+ years



2+ players



- Reflect on mathematical language
- Recognize and describe geometric shapes
- Classify and order shapes based on their properties
- Cooperate to meet a goal
- Identify the strategy
- Find the links to the object in different contexts
- Express concepts in simple, scientific language
- Focus attention



**MA(TH),
WHAT A CHALLENGE!
ARITHMETIC**

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ARITHMETIC

Three card games with fun challenges designed to practice and consolidate the main arithmetic concepts from the first and second grades of lower secondary school. The playful dynamic facilitates motivation and promotes a stimulating learning environment for the assimilation of content, which trains strategic skills and encourages cooperation in the group.

Dominù

similar to classic dominoes, consists of linking expressions according to their result



Decipher

write in mathematical language the arithmetical expressions read aloud by another player



MATabù

guess as many geometry or arithmetic related words as possible in a given time, without saying the forbidden words indicated on the card



Luca Congia

Conquering the Multiplication Tables

To review the multiplication tables and consolidate calculation automatisms while having fun

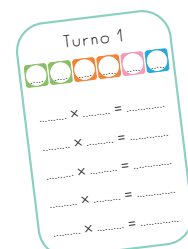


**CONQUERING THE
MULTIPLICATION TABLES**

ISBN 978-88-590-2658-7
€ 18,90

Inside the package you will find two games to review multiplication tables.

Roll the six dice: the numbers drawn allow you to create multiplication problems. By using calculations when playing **Multiplication Tables Battle**, you can conquer lands. By playing **Bingo**, on the other hand, the multiplication tables allow you to complete your card with one line, two lines, and whole bingo card. Only by calculating the total score will you have a sweet surprise: you will find out what rank you have reached in the troop of gluttons!



**ZAC!**

ISBN 978-88-590-2437-8

€ 18,90

Carlo A. Rossi

Zac!

Who has the fastest draw in the West?

In the Zac family hut somewhere in the Far West nothing and no one ever stands still. The animals and even the plants change position from moment to moment. Sometimes they are there and sometimes they are hidden.

Do not be fooled, however! The landscape and the house are always the same and all around goats, horses, tools, and buckets move!

Where did they leave the wheelbarrow? And where did the bison go? You need to have hawk eyes and the reflexes of a cat to be able to catch all the elements every time and beat opponents. At the end of the game who will have the fastest draw in the West?

**Carlo A. Rossi**

Author of many internationally recognized children's games, his ideas have been published by the main German publishing houses.



4-99 years



2+ players



18 landscape cards
36 cards
100 point markers



- Practice attention
- Train reflexes and speed
- Stimulate memory



FIND OUT MORE

**BABACADABRA**

ISBN 978-88-590-2339-5

€ 13,50

Carlo A. Rossi

BabaCadabra

The witch Babacadabra is messy and muddle-headed: will you be able to quickly find all the ingredients for her spells? **Players must cooperate and collaborate with each other to get hold of all the ingredients needed for the spell.**

Each player, in turn, plays the role of the witch Babacadabra and describes to her helpers the 9 ingredients listed on her Spell card. The other players – who play the role of the sorcerer's apprentices – must find the 9 ingredients in the time of an hourglass by looking for them among the Ingredient cards scattered on the table. A game of **dexterity, precision and concentration, for 2-5 players aged 6 and up.**



6-99 years



2-5 players



56 Ingredient cards,
18 Cauldron cards, 12
Spell cards, 1 60-second
hourglass and
18 magic points



- Concentration
- Cooperation
- Descriptive skills
- Reaction speed



FIND OUT MORE

1 60-second
hourglass

18 magic points



56 Ingredient cards



12 Spell cards



18 Cauldron cards



Luca Borsa and Luca Bellini

STORIES FROM THE EMOTIONS FAMILY

A game of emotional intelligence and... fabulous images!

The **EMOTIONS** family really likes to tell **STORIES**.

Every evening little Joy and her sister Sadness meet with uncle Anger, uncle Fear and their cousin Disgust and tell each other beautiful fairytales: can you guess which story each of them is telling?

But be careful: if you attribute the story to the wrong narrator, the Emotions family could be offended and... make you lose the game!



5-99 years



2+ players



101 cards illustrated with the stories and the portraits of the family members



- develop emotional intelligence and communication
- cooperate
- know how to observe and interpret images



20/30 minutes



STORIES FROM THE EMOTIONS FAMILY

ISBN 978-88-590-2438-5

€ 14,90

SOLD TO

Mexico



FIND OUT MORE

- The turn player draws an Emotion card and has to choose **which of the 5 Fairytale cards in play represents it better.**
- He/she then votes for that card in secret.
- The other players discuss with each other and try to guess which card has been chosen. Be careful not to make a mistake, or you will get your fingers burnt!



12 Emotions cards:

4 joy, 2 sadness, 2 anger, 2 disgust, 2 fear (yellow back)



80 Fairytale cards
(green back)



9 Vote cards:

1 crown, 4 four-leaf clovers,
4 flames (light-blue back)



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China Mainland, Slovenia

FIND OUT MORE

Giulia Orecchia

A Thousand and One Stories

A game for imagining and telling stories

Created and illustrated by Giulia Orecchia, *A thousand and one stories* is a simple box which has the power to give life to an entire universe, thanks to its contents which **stimulate creativity and imagination**.



5-99 years



2+ players



- Reading-writing learning
- Language learning
- Creativity

25.000 COPIES SOLD

THE MAPS

With this game you will travel in an imaginary world visiting different aspects of story settings. The pictures will take you to places where you can explore and discover different paths and hidden characters.

60 ILLUSTRATED CARDS

The cards in this game are mysterious because they **have multiple meanings which you must search for**.

Characters and events can be imagined, paying special attention to sensations and emotions.



Guide



90 tokens



ISBN 978-88-590-2345-6

€ 19,90



Giulia Orecchia

She is one of the **most famous Italian illustrators**. Over the course of her career, she has won numerous prizes. She developed and tested this game while working with children in her art workshops.



FIND OUT MORE

A Thousand Theaters

Games to be performed, imagined and acted out

Created and illustrated by Giulia Orecchia, this game box **turns into a theatre**. The stage with 4 grooves will be used to insert the materials into to **compose the scene and tell the stories**. The images contained in the box represent not only places, atmospheres, or objects that draw on the world of classic fairytales, but also some totally unusual elements.

With the materials in the box you can organize 11 **different games!**



5-99 years



2+ players



- 3 large swiveling backdrops with 6 subjects
- 3 half swiveling backdrops with 6 subjects
- 6 swiveling stage elements with 12 various objects
- 36 Character cards
- 18 "Fortunately"
- 18 "Unfortunately"
- 1 dice



- Reading-writing learning
- Language learning
- Creativity

SEE ALSO

The Story-Cards

www.ericson.international



PLAYSCAPE

The series *PLAYSCAPE* is comprised of **games and books** inspired by the **Escape Room model** that take some principles and apply them to different school subjects. The materials in the series offer stimulating adventures that involve **solving codes, puzzles, brain teasers, and riddles linked to specific educational content**. In a completely original and fun way, children and young people will thus be able to **consolidate their learning** and **enhance their logical skills, lateral thinking and reasoning** at the same time.



Gianluca Daffi

With a degree in Psychology, he collaborates with the Department of Psychology and with the Learning and Educational Psychology Service of the Catholic University of the Sacred Heart in Milan.

WINNER OF THE 2020



FIND OUT MORE



SEE ALSO

Playscape books series
page 59

The Eighth Roman King

Shadows from the past

Read the cards, solve the puzzles, discover the clues, play, have fun and at the same time **consolidate knowledge of Roman civilization**. Each card represents a **puzzle with a clue to be discovered** in order to locate the next card. A breathtaking adventure designed to explore and **learn the secrets of ancient Rome and test the speed of reasoning** and courage of all players. You can play alone or in a group. The important thing is to read the clues hidden in the cards well, solve the puzzles and pass all the tests.

ISBN 978-88-590-2455-2 | € 12,50

EACH GAME INCLUDES:

- 60 extra large cards, with mysteries to solve and advance in the game
- a DECRYPTICON – the red lens that, placed over the back of some special cards, reveals useful hints for completing the mission.



8+



60 game cards
+ decripticon

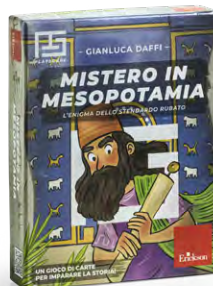


Escape from Prehistory

The mystery of the man dressed in fur

Escape from Prehistory allows children to immerse themselves in an incredible adventure and **consolidate history concepts from the primary school curriculum** at the same time.

ISBN 978-88-590-2143-8 | € 12,50



Mystery in Mesopotamia

The disappearance of the stars

Mystery in Mesopotamia is a game from the *Playscape* for primary schools series, which allows children to have fun while **reviewing the primary school history programme**.

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The Secrets of Athens

Kronos' curse

The Secrets of Athens, for children in primary school, is a breathtaking adventure created to explore and learn the **secrets of Ancient Greece**.

ISBN 978-88-590-2346-3 | € 12,5*

Gianluca Daffi

PLAYING TO GROW

Each game focuses on a specific executive function with the aim of developing it whilst having fun, at school or at home!



4-99 years



3-6 players



- Working memory
- Attention
- Listening
- Planning

THERE WAS A PIRATE

Listen carefully and then act quickly and carefully!

Stand by to board: pick up all your cards quickly, beat your opponents and build the totem. It's a game for brave pirates, ready to fight to the last card!

Only the quickest will win the booty!

76 OBJECT CARDS + 60 TOTEM CARDS + 6 FLAG BOARDS + 36 GOLD NUGGETS + A WOODEN BARREL + GAME RULES

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5-99 years



2-6 players



- Attention
- Self-control
- Calculation abilities
- Reaction speed

QUICK FINGERS

Look carefully and try to be the quickest of them all

Pay attention and concentrate. Turn over your cards and after making a quick calculation decide what move you're going to make, always trying to be faster and better than your opponent. Will you be the one to bring home the most booty?

60 ACTION CARDS + 60 NUMBER CARDS + 30 GOLD NUGGETS + GAME RULES

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5-99 years



2-4 players



- Attention
- Working memory
- Planning

WATCH OUT FOR THE VIKINGS

Pay attention to detail and then quickly make up your mind

In this challenge you need to be a keen observer, use crafty strategies and try not to be fooled by those thick Viking beards. Quickly run through your cards and choose your crew. Viking leaders who are able to enrol their companions before their opponents win the Viking helmet.

60 VIKING CARDS + 1 MARKER + 4 BRIDGES + GAME RULES

ISBN 978-88-590-1330-3 | € 15,90



4-99 years



2-6 players



- Working memory
- Attention span

I'M SO HUNGRY THAT...

Observe them, keep them in mind and then eat as many as you can!

Turn over the card and look at the animal. Pay attention however, as you will see lots and will have to remember them all. Your objective is to win as many sugary sweets as possible in order to defeat your opponents. And don't forget that there are some cards that will get you to make the animal sound!

54 ANIMAL CARDS + 12 ANIMAL SOUND CARDS + 12 CANDY CARDS + 15 CANDY TOKENS + GAME RULES

ISBN 978-88-590-1414-0 | € 14,90

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VALERIA AGLIUZZO

with concerns to: sample requests, our catalogue information, translation rights, negotiations and translation contracts.

valeria.agliuzzo@erickson.it



ELENA MARTINELLI

with concerns to: your publishing proposals, sample evaluation procedures and timing, negotiations, managing new and existing contracts.

elena.martinelli@erickson.it

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TRENTO | HEADQUARTER
Via del Pioppeto 24 – 38121 Trento – Italy
ROME
Viale Etiopia, 20 – 00199 Rome – Italy

CONTACTS
Trento | Phone number +39 0461 951500
Rome | Phone number +39 06 90216980
info@erickson.it

