



MIND

Soroban abacus and educational games



NENOOS includes multiple games and activities to train the mind, but among them, we can highlight the abacus, which allows manipulative learning and the assimilation of concepts through experience and practice. "Learning is experience. Everything else is just information"

The abacus is aimed at improving not only the ability of children in mental arithmetic, but also at acquiring and improving skills such as memory, concentration, reading speed, visual and auditory attention, information processing and motor skills, which are relevant to all kinds of learning and ultimately help the development of intelligence.

In NENOOS, we use the Japanese abacus or Soroban. The Soroban Abacus is undoubtedly the most evolved one and the one with which calculations are performed faster. Though initially we work with a physical abacus, we immediately introduce ANZAN exercises. This designation refers to mental calculation in Japan and it involves the visualization of the abacus rather than its physical manipulation. This activity is a great method to develop the right hemisphere of the brain and train children to gain self-esteem and independence from the physical material, since they gradually learn to rely on their own abilities.

In addition to the Japanese abacus, we count on educational games to reinforce the work on attentional, mnemonic and visuospatial abilities, logical thinking, lateral thinking and strategy; we also use games and concrete materials to explain the mathematical concepts that may be more complex, so that learning is meaningful.

Chateau (1958) states that the child who cannot play will become an adult who cannot think. Through play, the child is compelled to think about possible solutions, which favours cognitive development; to devise original solutions, which encourages their creativity; to interact with other people, which helps lay the foundation for their social and emotional development; to adopt external points of view, which helps build the child's thinking... All these benefits, combined with the motivation brought about by a presentation of learning through play, will help the child acquire tools and skills that will be very useful in their adult life. In NENOOS, we bear in mind the benefits of playing and therefore we are committed to providing our students with quality games and we maintain a continuous research and development process to provide them with the best. Some of our games are: numbers cards, multiplication letters, tangram, Lupo, memories, flash cards, parallel-thinking puzzles and many more.



In our MIND dimension, we defend the following principles:

- 1. INNATE INTELLIGENCE.** Intelligence is a capacity and as such it that can be developed and optimized with stimulation and adequate work.
- 2. WE PAY ATTENTION BECAUSE OF INTEREST AND MOTIVATION.** Learning becomes much more feasible and natural when attention is a proper intention and part of a personal interest..
- 3. WE LEARN FROM EXPERIENCE.** Experiencing what we want to learn is an essential requirement. It is necessary to distinguish learning from retention of information.
- 4. DIFFERENT LEARNING STYLES.** Each student has a different learning style. We ensure that everyone can get information in different formats so that they assimilate it through the most enriching channel or channels, and to keep training via other less developed.

Benefits of MIND

Cognitive work through the abacus and other games for the development of specific skills are connected with the following benefits:

- It develops self-confidence.
- It increases the memory capacity.
- It improves concentration and listening.
- It creates passion for mathematics.
- It increases the ability of solving problems.
- It improves the creative ability and photographic memory

