Educational Guide for the Game ZAMOTZA

Dive into the delicious world of the game Zamotza, where each character represents a food found in Quebec, with a unique name starting with a different letter of the alphabet.

Zamotza is four card games in one: Alphabet, Battle, Memory, and Zassiette.
This engaging game will delight children (ages 4 and up) and adults alike, offering an unparalleled fun experience.

"Play is essential to a child's overall development.
During play, all of a child's senses are engaged, and all areas of their development are stimulated."

Zamotza supports children's overall development through the joy of play by fostering the development of skills through active, symbolic, and social play across the four areas of development identified by the Quebec Ministry of Education: physical and motor, cognitive, social and emotional, and language development—while enabling the implementation of preventive and inclusive interventions.

Spheres	**Skills**	**Alphabet(1)**	**Battle (2)**	**Memory (3)**	**Zassiette(4)**	**Observable manifestations during Zamotza**
Physical and Motor Development	• **Healthy lifestyle habits:** Exploring the world of food • **Fine motor skills:** Movement coordination and handling cards	X X	X X	X X	X X	Holding, arranging, and flipping cards helps develop fine motor skills, motor planning, and hand-eye coordination (1) @ (4).
Cognitive development	• **Thinking:** Stimulate curiosity and imagination. Use symbolic play to organize thoughts • **Logical reasoning and anticipation:** Make use of information. Identify, sort, compare, and classify items in alphabetical order; reinforce the order of the letters of the alphabet; observe and make visual associations; guess and adjust strategies. Understanding similarities and differences. • **Memory:** Exercise visual memory, memorize information, and promote concentration. Recognize images and letters.	X X	X X	X X X	X X X	Recognize the value of letters in alphabetical order and make quick decisions (1-2). The child flips over the cards and exercises their short-term memory. They remember the positions and develop sustained attention while respecting the other players (3). Each choice influences the rest of the game, which helps develop reasoning skills. The child manipulates the cards to form pairs and strategically selects a card from another player (4).

Spheres	Skills	Alphabet(1)	Battle (2)	Memory (3)	Zassiette(4)	Observable phenomena during Zamotza
Social and Emotional Development	• **Collaboration, active listening, following the rules (understanding the rules and applying them consistently), and enjoying the game** • **Cooperating and waiting your turn** • **Seeing things from others' perspectives** • **Interacting positively and harmoniously with peers and tolerating frustration** • **Responding constructively to winning or losing**	X X X X X	X X X X X	X X X X X	X X X X X	Regular interactions foster cooperation, communication, and a sense of humor, as well as emotional regulation in a playful setting. Children learn to handle competition in a healthy way (1) @ (4).
Language development	• **Written language:** Recognizing the letters of the alphabet • **Vocabulary building:** (first names, sounds, letters) • **Developing phonological awareness and letter-sound associations** • **Organizing thoughts and expressing oneself clearly**	X X X X	X X X	X X	X X	The child identifies the first letter of the character's name, observes the alphabetical order, and applies comparison strategies. The child verbalizes, anticipates, and adapts their choices, thereby strengthening their thinking and oral communication skills (1). The characters' first names and letters foster verbalization and phonological awareness. Children identify, pronounce, and match letters in various contexts (1) @ (4).
Global Development	• **Act effectively in different contexts**	X	X	X	X	The child plans and adjusts their strategy based on the rules and the progression of the game (1) @ (4)

Recommended age group and educational setting: Preschool (ages 4–6) and early elementary school; duration: 5–10 minutes depending on the version; in small groups of 2–4 children.

Adult's role: Support alphabet exploration, acknowledge children's observations, and encourage peer-to-peer communication.