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• GAMES • TRADE • INVENTIONS

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## **INTRODUCING "KNOW IT ALL™"** (TEMPORARY NAME)

### **A REVOLUTIONARY EDUCATIONAL GAME**

(It makes games like Boggle & Boggle Jr. obsolete)

- WORDS
- MATH
- COLORS
- NUMBERS
- LANGUAGE
- ALPHABET
- SKILL DEVELOPMENT
- SPELLING IMPROVEMENT

This is multi-purpose, hand-held device, lightweight, a fun to play with, hand-held game, which can be used anywhere at home, while traveling in cars, airplane, train, or at school, playground, etc. It is also a good group game, enabling a few children to play together and compete.

WORKING PROTOTYPE READY FOR MANUFACTURING.

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The game enables users to randomly select letters and numbers for the purpose of playing all the games listed above, and for teaching and learning. It can be used for:

- WORDS
- MATH
- COLORS
- NUMBERS
- LANGUAGE
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School children can play alone, or together, in a group, competing with each other. When traveling, children can play the game anywhere, anytime. In many countries, children and adult can use the game to learn a second language.

When playing with parent, or in groups, players will be motivated by the challenge of competing in forming words, and doing **math functions: addition, subtraction, multiplication or division.**

More specifically: with the Know It All™:

- a. Children can form words from selected sets of alphabet, which changes each time the user shakes the device.
- b. The number of characters selected each time can be changed by moving a different number of balls into the compartment to be played.
- c. The number of alphabet in each compartment is different.
  
- d. Parents can teach **toddlers** and young children **alphabet, numbers** and **colors**, and, if possible, **words**. Children will be excited using a "shaking device."
- e. Children can form words of two letters and more, in several ways.
- f. Numbers selected can be used for bonus, and for **math purpose**, adding to scores from forming words.