

# P U Z Z L E S C O L O R I N G G U E S S I N G

Which colors are the  
plants? Color the garden  
in different colors!

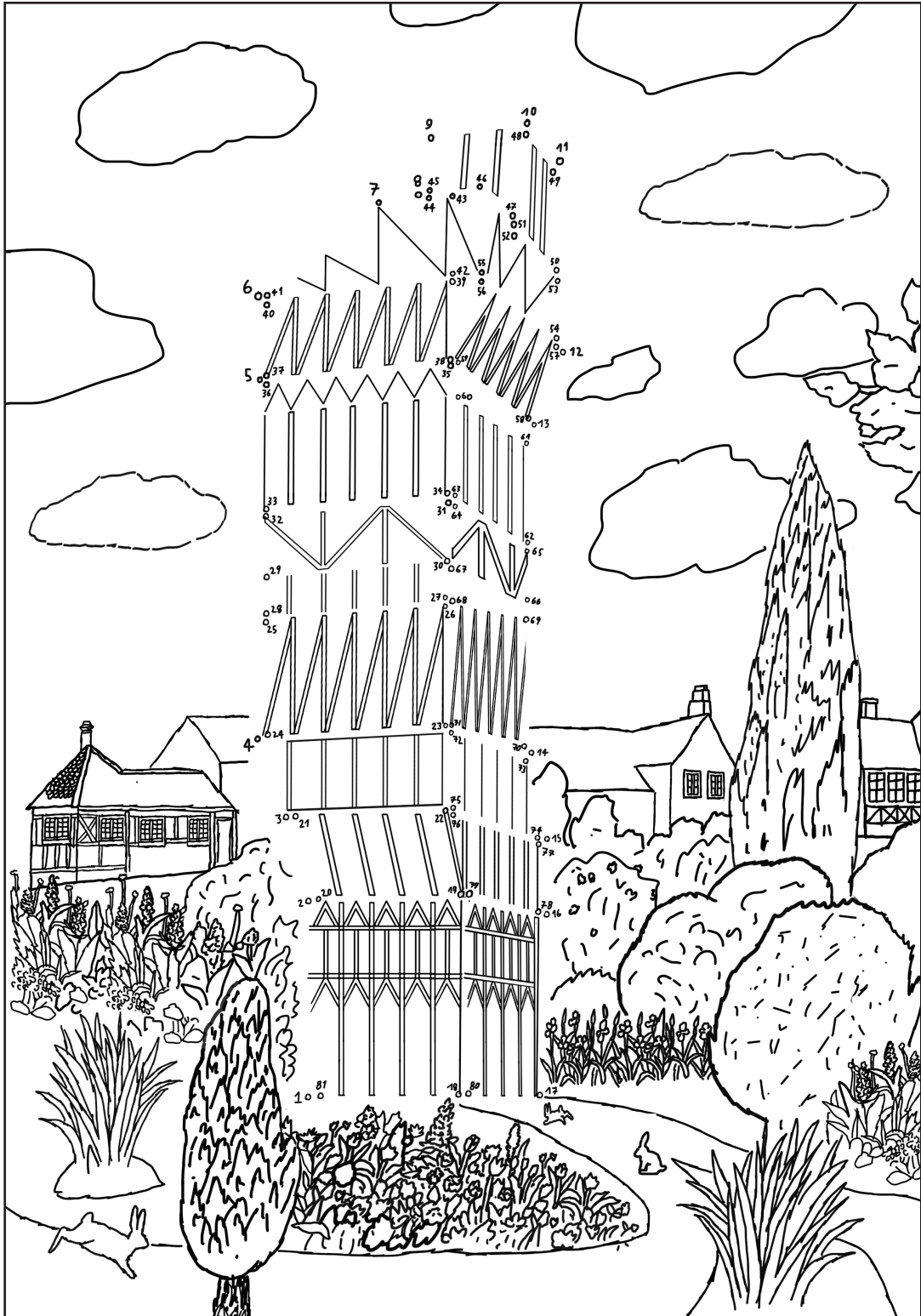
\* Coloring book or Coloring page is a type of book containing line art to which people are intended to add color. They are widely used in education to teach children to concentrate and focus. It is developing creativity and knowledge of geometry as well as sense of color.



Connect the dots, and  
find out where the  
rabbit is going to!

\* Connect the dots is a form of puzzle containing a sequence of numbered dots. When a line is drawn connecting the dots the outline of an object is revealed. The puzzles helps children to develop the idea of "big picture" - possibility to see the image or logic behind random and abstract data.



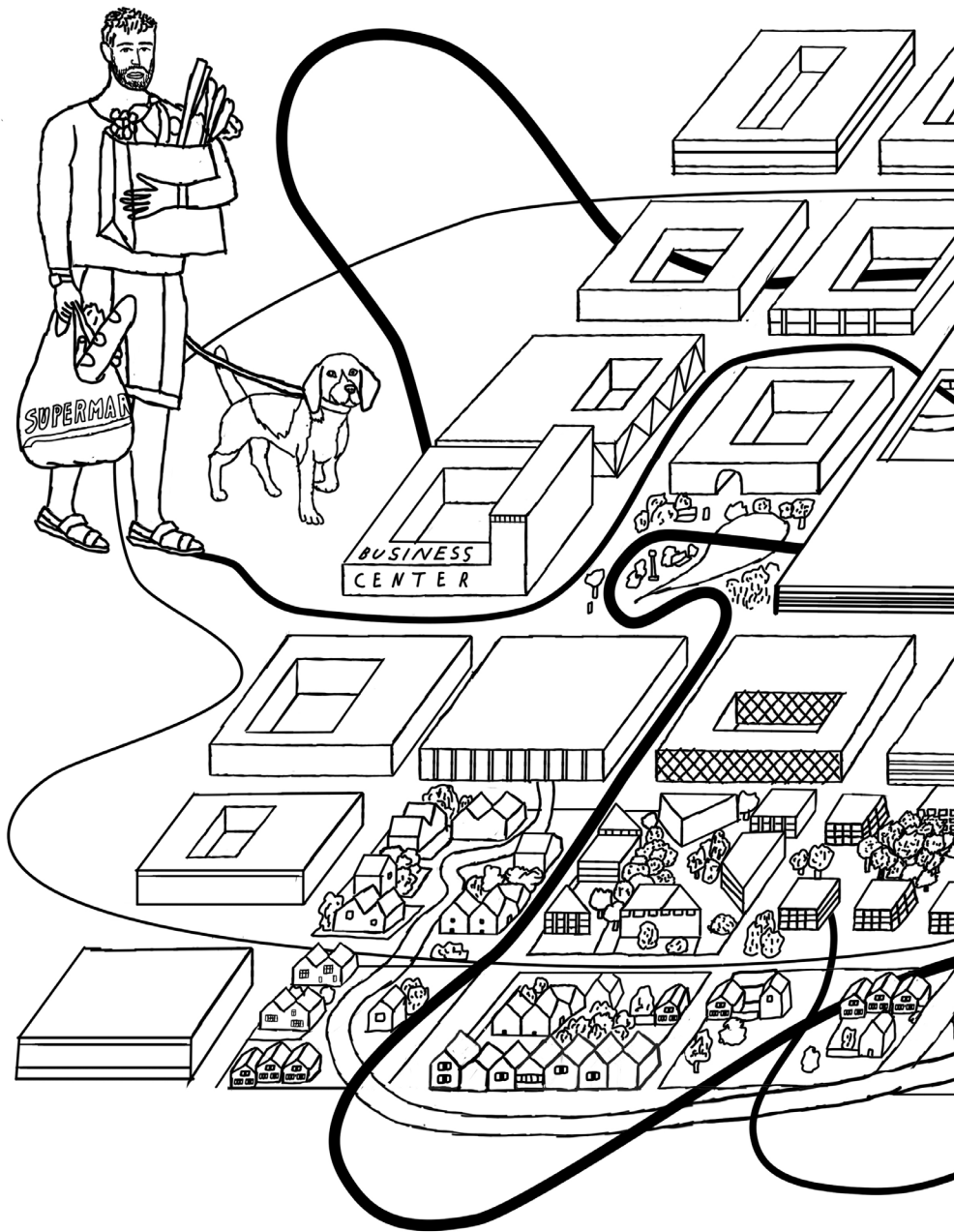


# Similar pictures or not? Find 10 differences between the houses!

\* Spot the difference is a fun game that helps your child to concentrate, think, learn to notice details. When playing this game, children remember what they saw in one picture and compare it to what they see in the other picture, that makes them as well use their short-term memory and attentivity.



Help the professionals  
to find their way in life!



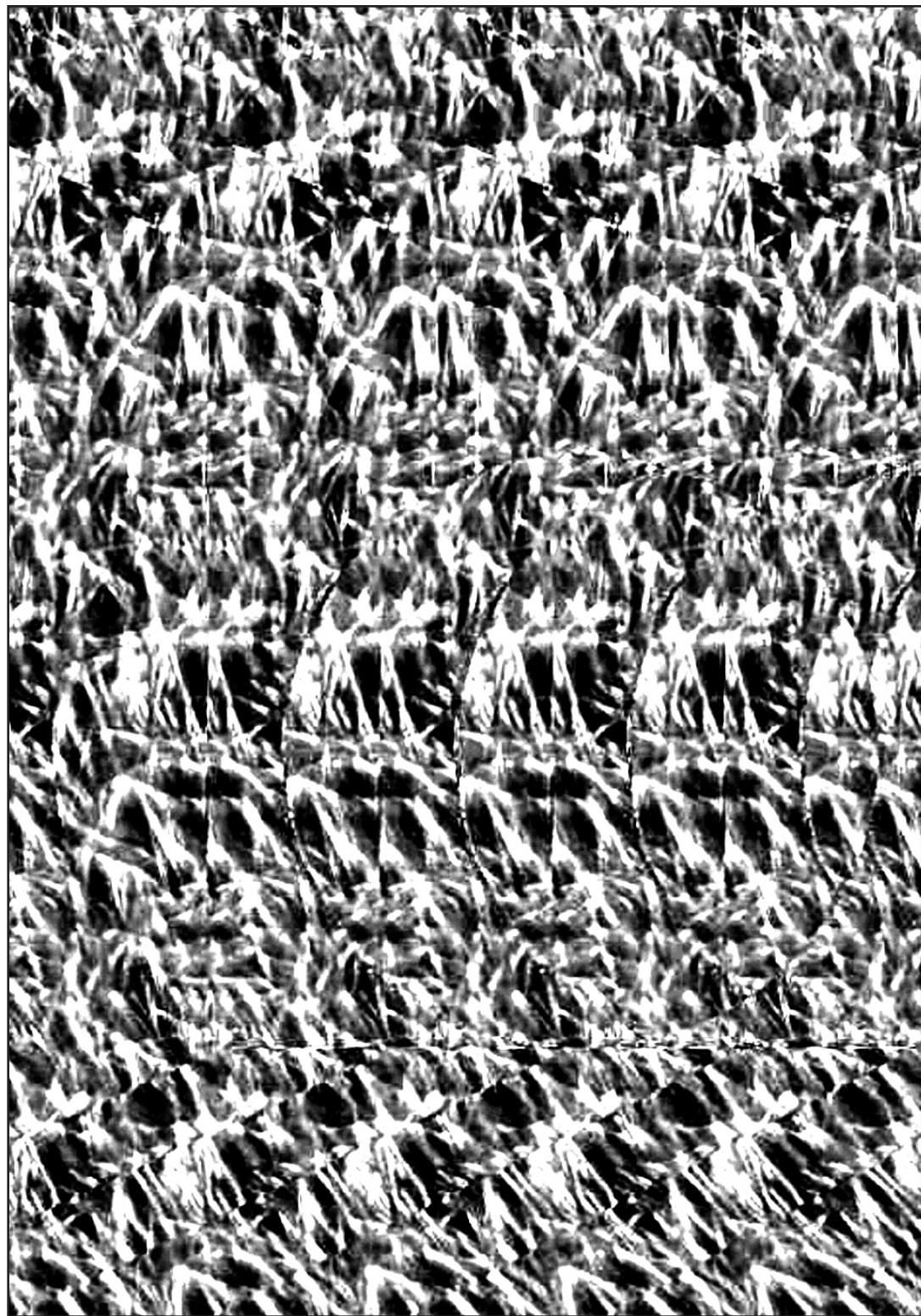
\* "Find the way in the labyrinth" game helps to develop children an overview of the image, strategic thinking and track their ways. This particular image as well gives an opportunity to discuss possible future occupation of the child.



Look close at the image  
and focus on one point.  
Do you see the moon?!

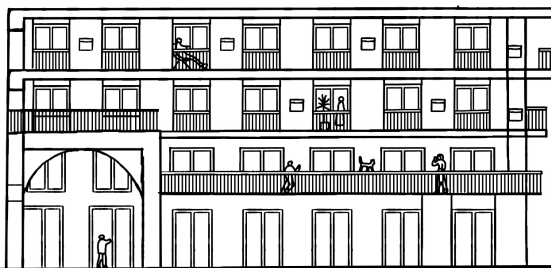
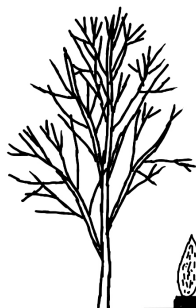
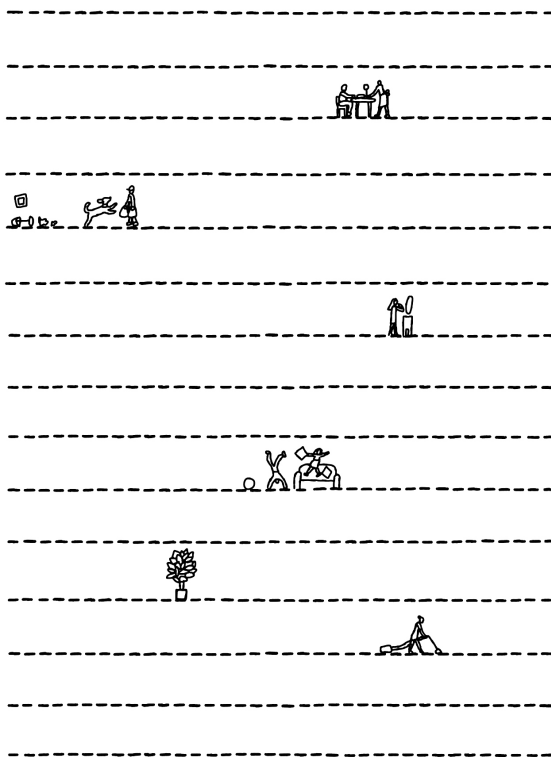
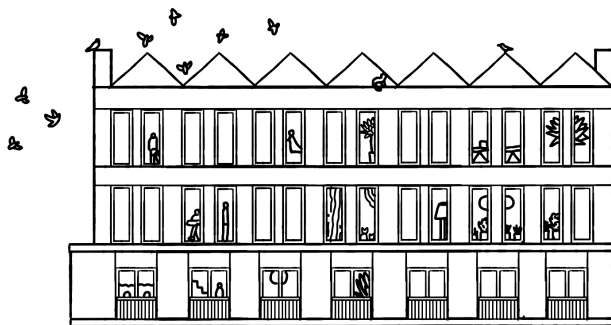
\* An autostereogram is a single-image stereogram, designed to create the visual illusion of a 3D scene from a two-dimensional image. In order to perceive 3D shapes in these autostereograms, one must overcome the normally automatic coordination between accommodation (focus) and horizontal vergence (angle of one's eyes)



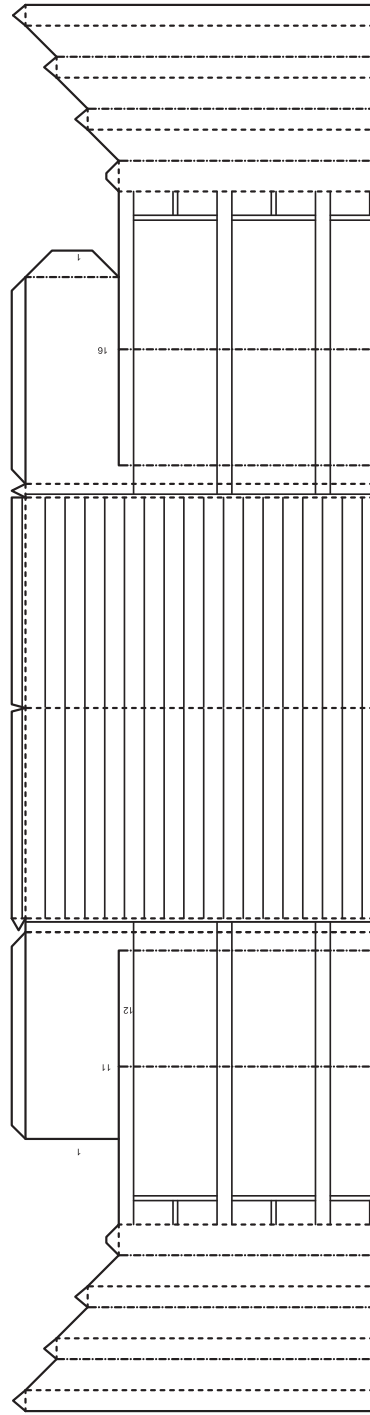
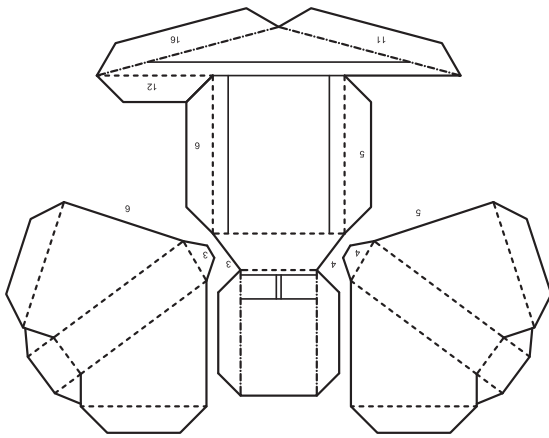
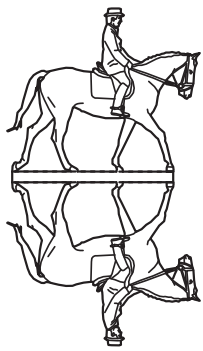


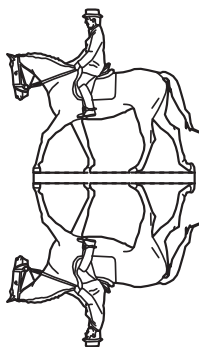
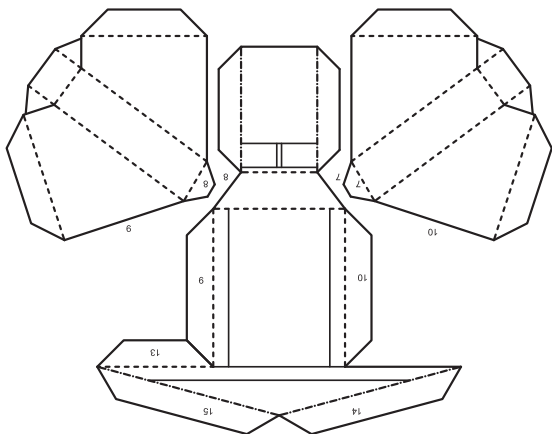
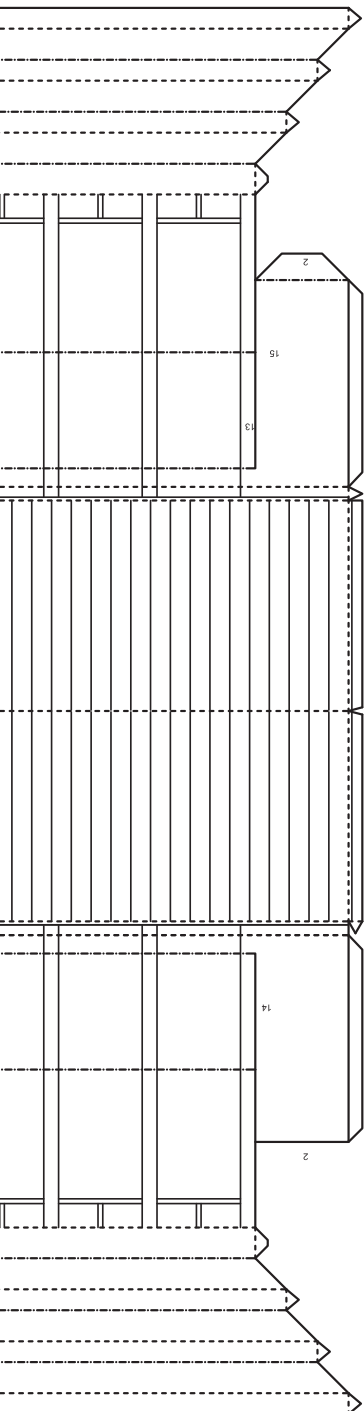
Finish the house drawing  
and the tenants to  
furnish their apartments!

\* The game “finish the drawing” develops creativity and conceptual thinking. At the same time guidelines at the blank part of the image teach kids accuracy, preciseness and provide sense of scale.

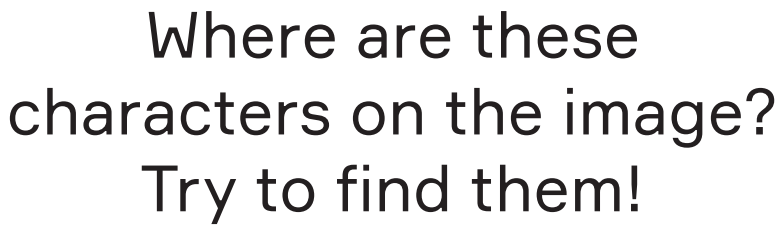


Cut out the details  
and glue the house  
together!



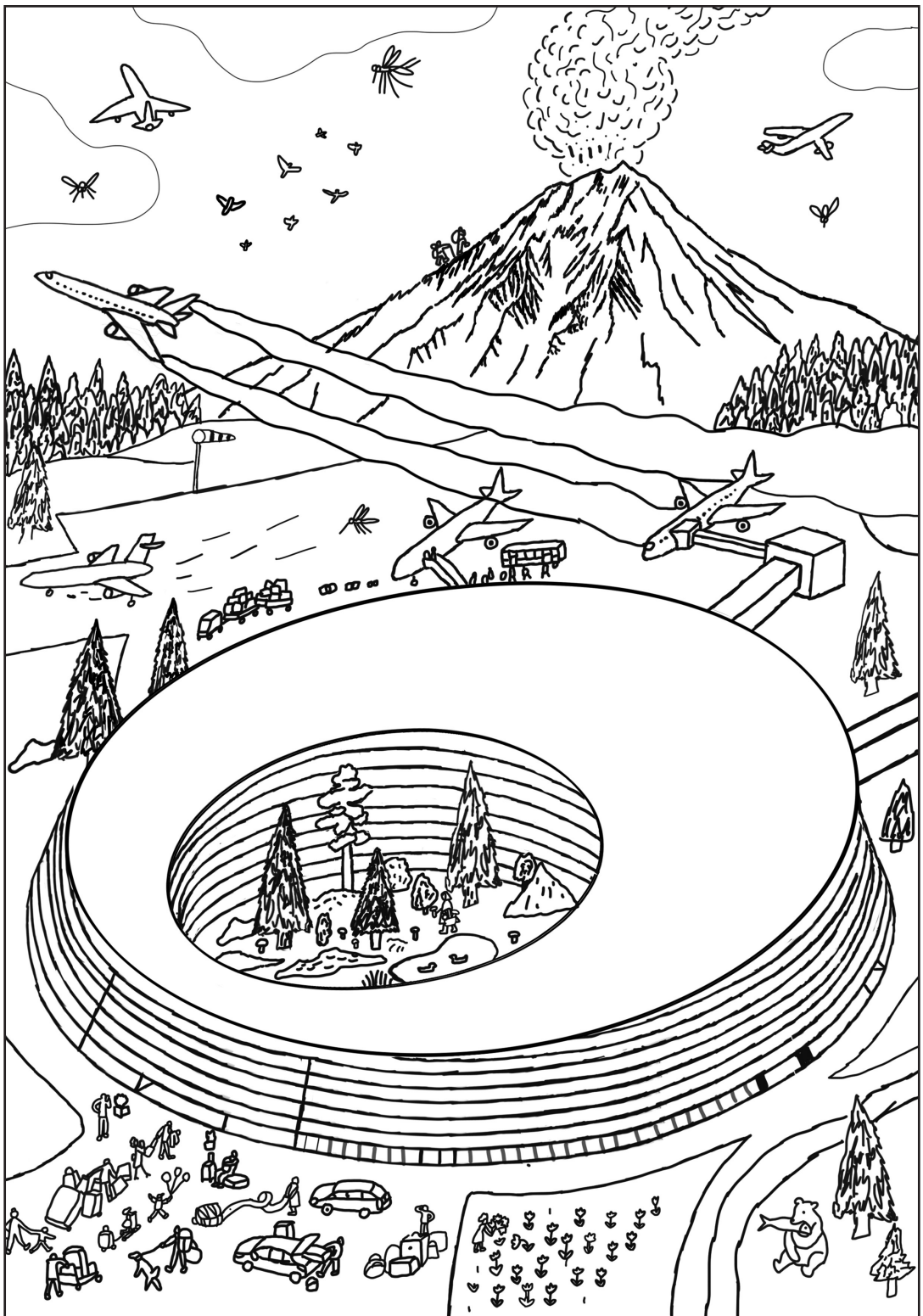


\* Cut out a “doll house” is a traditional game which allows the child to be the creator of his own toy, rather than just using a ready-made object. The game helps the kid to learn working with scissors, glue and trains accuracy and attention.



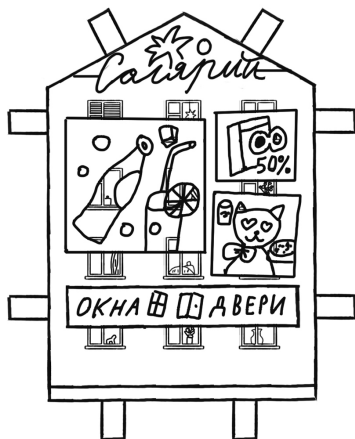
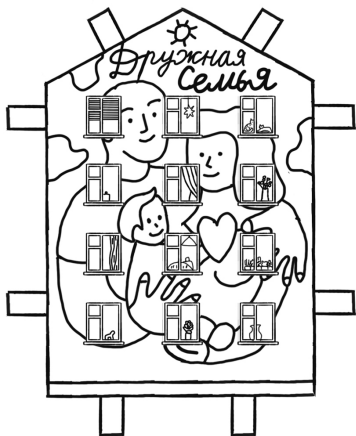
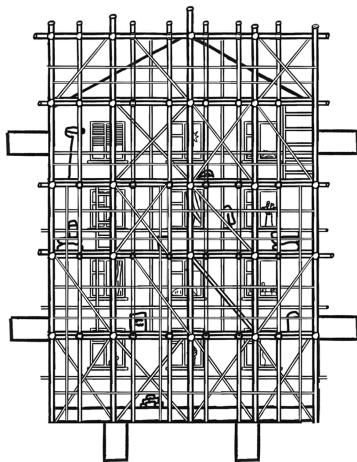
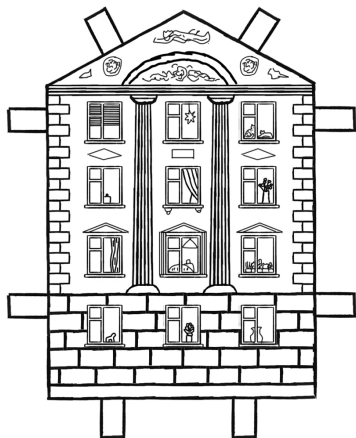
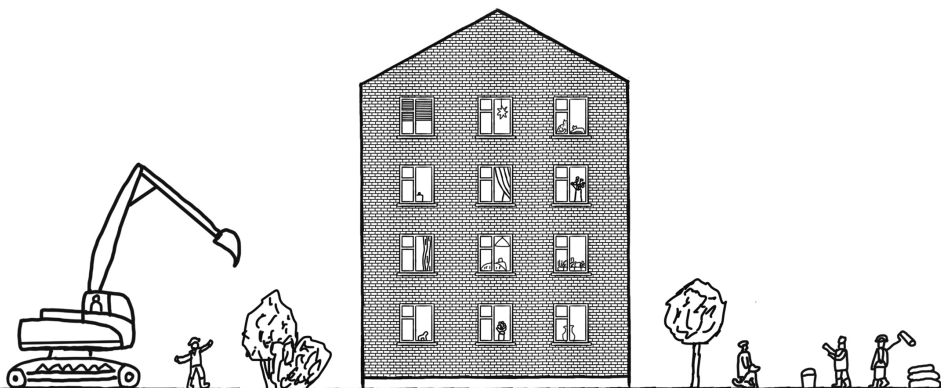
\*Trying to find a specific character in the big group of objects trains the attentivity of the child and makes him be more careful to details by comparing almost similar but yet different objects.



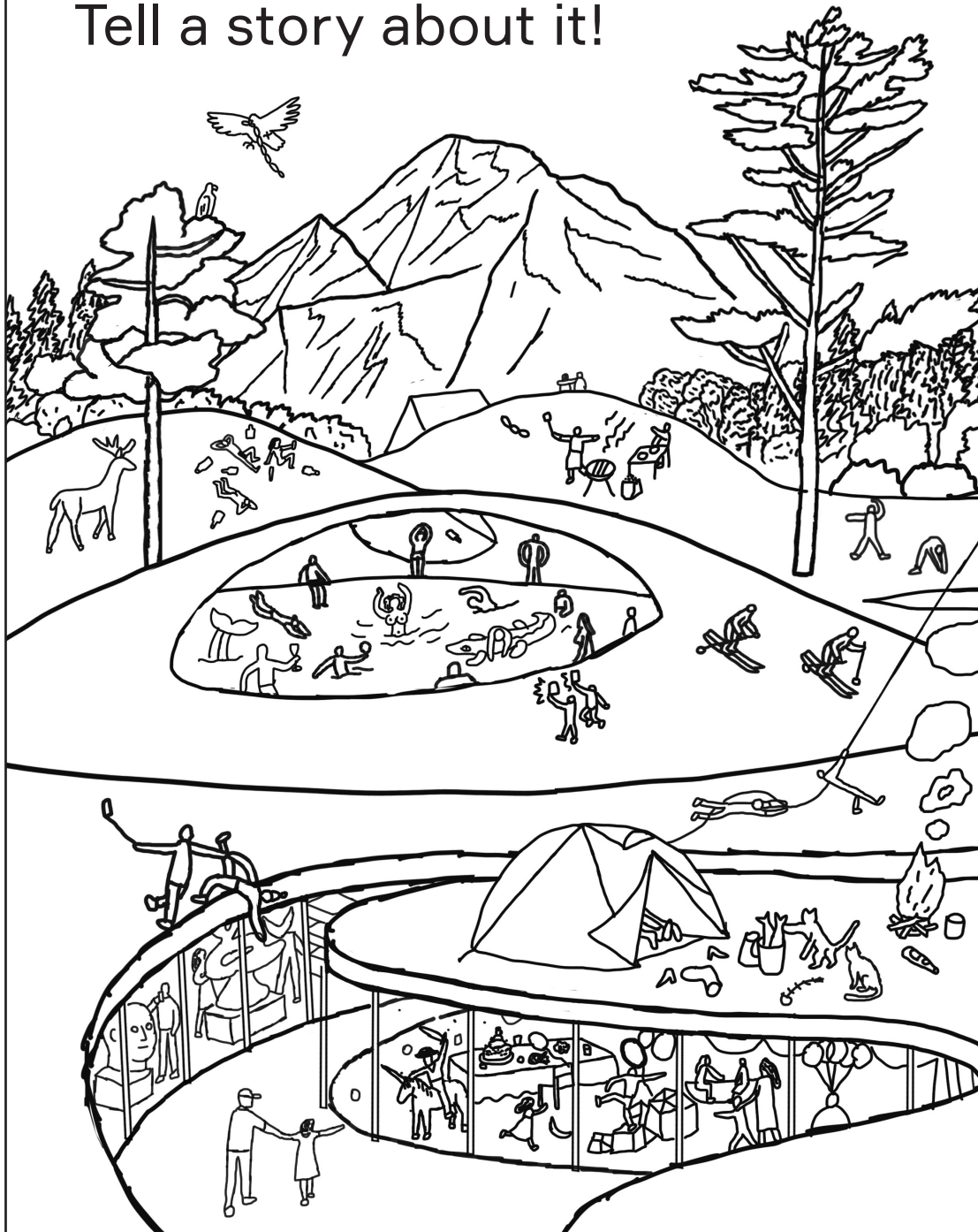


Dress up the house!  
Cut out different clothes  
for him and try them on!

\* Similarly to “Cut out a house”, this game helps the kid to learn working with scissors, glue and trains accuracy and attention. It goes a step further gives the kid interchangeable options to constantly dress and undress the house, therefore changing the appearance of the game.



What is going on in the image?  
Tell a story about it!





Each New Year we, KOSMOS architects make a present. In 2018, 3 of the partners of the office became fathers, and our New Year Gift for this New Year, 2019, is a childrens book. Each page contains a puzzle, a game or a coloring page to develop your kids skills, imagination and interest to architecture.

As base for the games we have selected several KOSMOS architects projects.

We hope you enjoy together with your child!

Find out more at  
[www.k-s-m-s.com](http://www.k-s-m-s.com)



Content:

1. Coloring. Business lounge, Koltsovo airport, Ekaterinburg, Russia
2. Guessing. Hans Christian Andersen museum, Odense, Denmark
3. Puzzle. Sports center Nike, Gorkiy Park, Moscow, Russia
4. Labyrinth. New ITMO University campus, St. Petersburg, Russia
5. Stereogram. Cultural cluster EMA, Moscow, Russia
6. Game. Apartment building, Novosibirsk, Russia
7. Game. Horseback riding center Anima Equestrian, Tuscany, Italy
8. Puzzle. Airport Elizovo, Petropavlovsk-Kamchatsky, Russia
9. Game. "Printed City" research on temporary architecture of Moscow
10. Puzzle. River Park. Tbilisi, Georgia