

zet zeka product catalog



intelligence and mind games



robotics and electronic kits



TUZDER publications





Zekayı Görünür Kılar



Plastic Games



Paper Games



Wooden Games



Other Products

Build Your Dreams with ZET Intelligence!

As 'ZET Zeka A.Ş.' company, one of the most important goals of our company is to provide products that contribute to the mental development of children and constantly renew itself by constantly communicating with various educational institutions, especially TÜZDER, based on the opinions of expert teachers and academicians.

Play is the most appropriate tool for children to learn through their own experiences what we cannot teach them. The child opens up his/her feelings and thoughts during play. They gain experience in finding solutions to problems through trial and error and taking certain risks.

As ZET Zeka, we are happy to offer you intelligence games, robotics sets and TÜZDER Publications, which have been developed on the basis of achievement and whose results have been proven by scientific studies, instead of simple materials called games or toys.

TÜZDER Publications; It has been prepared according to the TÜZDER Education Method (TEM) method for the development of your child in international standards, with multiple language options. The main understanding in TEM is that children walk with small steps. The books prepared with this method aim to maximize your child's skills.

RENKLİ BARDAKLAR

9/24



The bell is placed in the center of the table. Each player sits around the table at an equal distance from the bell. Five cups of five different colors are distributed to each player. Playing cards are placed face down next to the bell. The game starts by opening the top card.



After the game card is opened, both players simultaneously use their fingers to slide the colored squares on the platform left and right, up and down, trying to quickly create the pattern on the card in the middle of the platform. The first player to complete the pattern on the card closes the cover of the device to prove the accuracy of the pattern and wins the game.

RENKKAT SINGLE

RENKKAT FOR TWO



Let's create the desired pattern using the colored pieces on the transparent cards. It will challenge your sequential thinking, visual perception and attention. Start as soon as possible to complete 110 challenging tasks!



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NUMBERS

COLOURS



Numbers is not only a brain teaser, but also a maths education set! The most important feature that distinguishes Numbers from other maths games is that while developing skills such as reasoning, elimination and matching with sudoku logic, it can also give the logic of mathematics to the child through the game!



Each colour has a place; look carefully, follow the clues. Use visual clues to find solutions by placing the colours in their correct places with 2 task booklets of varying difficulty.

GOON



The balls are placed as in the starting position. Both players choose a colour. The player whose turn it is can only make one move. This move can be to move on the playing field or to push the opponent. The first player to remove the opponent's 5 balls from the playing field wins the game.

KARE TANGRAM



7 different pieces but notice that they are all geometric shapes. The shapes are playing tricks on us. Let's play with them too! Let's see what figures we come up with. You will be surprised!

HACIVAT VE KARAGÖZ HIDE & FIND



It is a logic and intelligence game for all age groups with tasks that go from easy to difficult. Place the 4 puzzle pieces on the platform in such a way that only the figures shown in the game booklet are open and the other figures are closed.

ZET PULL ANIMALS



ZET PULL is a fun matching game that develops visual, auditory perception and attention skills. In the game, the first player to match the animal figures coming out of the stamp dispenser with the animal figures on their cards is the winner of the game.

KELOĞLAN HIDE & FIND



Place the 4 puzzle pieces on the platform in such a way that only the images requested from you in the game booklet are exposed, the others are hidden. It is a unique logic and intelligence game for all age groups. There are different stages from easy to difficult.

KELOĞLAN ON THE WAY



Using all nine path segments, create paths in such a way that the icons that should be connected in the selected problem are connected to each other, and the icons that should not be connected are not connected. If there is an arrow, create a path to connect these icons. If there is a cross over the arrow, make sure that there is no path to connect these icons.

NASREDDİN HOCA HIDE & FIND



Place the 4 puzzle pieces on the platform in such a way that only the images requested from you in the game booklet are exposed, the others are hidden. It is a unique logic and intelligence game for all age groups. There are different stages from easy to difficult.

NASREDDİN HOCA AT THE LAKE



Using all nine path segments, create paths in such a way that the icons that should be connected in the selected problem are connected to each other, and the icons that should not be connected are not connected. If there is an arrow, create a path to connect these icons. If there is a cross over the arrow, make sure that there is no path to connect these icons.

ŞEKLİNİ BUL ANIMALS



Each player takes three of the cards with large animal figures from the box, the other cards are placed face down in the center. Players take turns to open the face down cards and try to complete the cards with large animal figures in front of them. The player who completes the most cards during the game wins the game.

THE ROAD GAME



The game includes 4 starting cards, 4 color cards, 48 game (path) cards. Before starting the game, each player chooses his/her color card and places it face down in front of him/her without showing it to his/her opponents and tries to create the longest possible path in his/her color during the game.

ŞAKULİ



Each shape has a place, look carefully, follow the clues and complete your shape. Use visual clues to place the fruits (apples, pears, plums) in the right places and find the solutions to each task!

VIZ VIZ



VIZ VIZ (Buzz Buzz) is an attention and concentration game based on matching different symbols on the front and back sides of hexagonal cards. According to the rules in the instruction manual, the first player to find a match between the symbols takes the card and collects it.

BAY BAK



Arrange the Bay Bak (Mr. Look) cards in a 3x3 square. Shuffle the task cards and place them face down on top of the Mr Look cards to reveal the top card. According to the rules, make your move before your opponents and take the card. The one who accumulates the most cards wins the game.

CATCH



Players carefully examine all the cards on the floor, looking for a common feature among the cards that are opened. The player who finds 2 cards similar in color, shape or number presses the buzzer and takes all the cards on the floor.

DİK-GO GENEL KÜLTÜR



The player who keeps his/her attention the longest wins the game. Number and question cards from 1 to 9 are distributed equally. Then they are placed in the center in order and counted from bottom to top. The one who counts wrong takes the cards in the middle. The first one to finish the cards is the winner of the game.

DİK-GO TEMEL DİNİ BİLGİLER



The player who keeps his/her attention the longest wins the game. Number and question cards from 1 to 9 are distributed equally. Then they are placed in the center in order and counted from bottom to top. The one who counts wrong takes the cards in the middle. The first one to finish the cards is the winner of the game.

KELİME HAZİNESİ



Kelime Hazinesi (The Vocabulary Treasure) game provides benefits in many areas, from increasing practical thinking skills to developing intelligence and strategy. By creating word combinations with letter cards, children improve their language skills and reinforce their strategic thinking skills at the same time.

RESFEBE



The Resfebe (The Picture Alphabet Game) is beneficial in many areas, from improving language skills to developing intelligence and strategy. By creating word combinations with letter cards, children improve their language skills and reinforce their strategic thinking skills at the same time.

SAYILARIN SAVAŞI



The Sayıların Savaşı (The Battle of the Numbers) game strengthens players' mathematical thinking, strategy development and logical decision-making skills. Players strategize over mathematical operations while covering the number pores with colored stamps. This helps them develop problem solving and logical thinking skills. Players learn while combining intelligence and math skills in a fun experience.

ASTROCODE



AstroCode is designed for children to learn how to build algorithms and take the first steps in coding with 21st century skills. Astrocode develops problem analysis, problem solving, logical reasoning, analytical and algorithmic thinking skills in children. The game has a total of 50 different tasks at different difficulty levels.

T TANGRAM



Tangram is an intelligence game based on the principle of creating various forms by bringing together four pieces in geometric shapes made of wood. It is a product that students will play with fun. There are 105 intelligence questions from 15 different levels. Questions progress from easy to difficult. There is no age limit.

DESIGNER BLOCKS



Build your dreams! Designer Blocks is a building game where children can turn their dreams into reality, develop spatial perception, motor and hand skills, increase interest in architecture and engineering, and make every child feel special.

ZETKA 120 DOĞAL AHŞAP PARÇA



Build your dreams! Designer Blocks is a building game where children can turn their dreams into reality, develop spatial perception, motor and hand skills, increase interest in architecture and engineering, and make every child feel special.

ZETKA 1000 DOĞAL AHŞAP PARÇA



Build your dreams! Designer Blocks is a building game where children can turn their dreams into reality, develop spatial perception, motor and hand skills, increase interest in architecture and engineering, and make every child feel special.

ÇEK-UP



DENGE OYUNU



In the ÇEK-UP (Pull-Up) game, the aim is not to pull any piece, but to identify the strategic block and think of the move that will make the opponents make a mistake.

In the Balance Game, the aim is not to pull any piece, but to identify the strategic block and think of the move that will make the opponents make a mistake.

ATTENTION BLOCKS 120 PARÇA



Build your dreams! Designer Blocks is a building game where children can turn their dreams into reality, develop spatial perception, motor and hand skills, increase interest in architecture and engineering, and make every child feel special.

AHŞAP MANCALA (Deluxe)



Wooden Mancala (Deluxe); It is number 1 in its class with its quality, elegance and the game pleasure it offers to Mancala lovers. Mancala game is played with 2 people. The aim is to be the player who accumulates the most stones in his/her well at the end of the game by distributing the 48 stones on the playing field according to the rules and winning stones.

ZET TOWER



In the game, which consists of 9 wooden pieces of different colors and shapes and 2 engineers, children's skills such as shape comprehension and spatial perception are measured. The aim of the game is to build the tower as shown in the task booklet.

GO OYUNU (19x19 Tournament Size)



GO is a game of struggle. You can lose your pieces on the platform en masse or capture the opponent's pieces en masse. A careful eye and good tactics can turn the most desperate situations into victories. This fine line between victory and defeat keeps the excitement level of the game constantly at its peak.

STOL



In STOL, the same number is repeated once in each row, column and square, just like in Sudoku. At the beginning of the game, all the numbers on the playing field are hidden with tiles. A number is drawn from the bag and the number drawn is tried to be found by removing one of the 81 tiles on the playing field. The one who collects the most stones wins the game.

İSTİF



İSTİF (The Stack) is a deep strategy game that is quick and easy to learn and forces you to think. İSTİF is a game where players place four cubes of the color of their choice horizontally, vertically or diagonally in a single row and win the game.

EYVAN



Eyvan is a game played with two players that contributes to strategic thinking, problem solving and reasoning skills. The aim of the Eyvan game is to be the first to reach the end point by making a move to the right, left, forward and backward with the walls and prolonging the opponent's progress.

9 TAŞ



9 Taş (9 Stones) is an intelligence game based on strategy development. The game starts with a draw. At the end of the draw, the winning player places the first stone on the playing field. Players take turns placing their stones on the playing field until they run out of stones. The player who takes the most of his opponent's stones out of the game and reduces his opponent to two stones wins the game.

SURAKARTA



Knock your opponent's pieces out of the game when they least expect it by following semicircles. Sound easy? Let's get started then. At the end of the game, the player who eliminates all of his opponent's pieces is the winner of the game.

BALANCE TOWER



Balance tower game combines balance, concentration, dexterity and strategic thinking in a fun way. Try to build the tallest tower using wooden blocks and floor cards. With two different gameplay options, it's a game that everyone can enjoy. Place the wooden blocks strategically and work your way to winning the game!

TORAPPU



In Torappu, try to beat your opponent using logic and caution. Place your colored checkers expertly and think carefully to form the five of a kind. At the same time, use trapping tactics to gain the upper hand.

STEAM - MAKER Electronic Set (Level-1) (Level-2)



STEAM MAKER sets help children develop design and engineering skills using their imagination. Future engineers have fun making their own toys and learn the basics of electronics while assembling and experimenting with parts. In this way, their problem solving and planning skills are also improved.

ZET Zeka Game Bell



ZET Zeka game bell is designed for easy use in any area with its quality material and stylish design. It is a practical desktop bell made of durable, high quality material. It has a unique sound that can be used in many areas from brain teasers to souvenirs. It can be used safely in all kinds of schools, camps, competitions and children's events.

FUNNY ELECTRONIC KIT (W-789)



An experiment set in which your children will gain knowledge and equipment in areas related to electronics such as motors, electrical components, electrically operated devices, sensors, and will be able to understand the age they live in more accurately by making an experimental and practical application in addition to basic theoretical knowledge.

Hobby Set - Plaster Painting Single For Two



Are you ready for a pleasant painting adventure with Hobby Plaster Painting Sets? Come on, paint your plaster pots or the shapes you create with clay and molds. Hours of coloring pleasure await you. The hobby set is designed to develop visual perception, attention and focus, imagination, hand and motor skills in children. There are two different set options, single and double.

ELECTRONIC BRICKS (EK-35)



By building parts of the city, we can use these designs as electronic circuit combine with elements. Combine both lego and electronic parts to make fun and instructive designs using a combination of are you?

EDUCATIONAL KIT (WII-6888)



An experiment set in which your children will gain knowledge and equipment in areas related to electronics such as motors, electrical components, electrically operated devices, sensors, and will be able to understand the age they live in more accurately by making an experimental and practical application in addition to basic theoretical knowledge.

ROBOTAMI KIDS BASIC



With Robotami Kids Basic sets, while children program their own robots, they also support different areas of development with special stories suitable for STEAM achievements prepared for each robot model. This set includes a total of 16 different ready-made robot models and 4 booklets with specially narrated course content of these models.

ROBOTAMI KIDS BASIC EXTRA



Robotami Kids Basic Extra set; It is an add-on set used to complete the Kids Basic set to the Kids Complete set. This add-on set includes parts and booklets that are in the Kids Complete set but not in the Kids Basic set.

ROBOTAMI JUNIOR 2



Robotami Junior-2 set is an add-on set. In order to complete the models in it, the Junior-1 set must also be provided.

ROBOTAMI KIDS COMPLETE



With Robotami Kids Complete sets, while children program their own robots, they also support different areas of development with special stories suitable for STEAM achievements prepared for each robot model. This set includes a total of 22 different ready-made robot models and 6 booklets with specially narrated course content of these models.

ROBOTAMI JUNIOR 1



Robotami Junior Sets are designed to contribute to students' advanced mechanics and robotics studies. Each Robotami Junior set contains content that will contribute to the development of the field of robotic coding. Robotami Junior 1 set includes an application booklet with 10 different ready-made models and the parts needed to complete the models.

ROBOTAMI JUNIOR 3



Robotami Junior 3 set is an add-on set. Junior 1 and Junior 2 sets must also be obtained to complete the models inside.

IQ, ATTENTION AND TALENT DEVELOPMENT BOOKS SERIES



DOT

DOT activities develop your child's basic motor skills, visual and spatial comprehension in a three-dimensional environment.



PAINT

In PAINT, while doing extraordinary coloring activities your child's color perception and hand-eye coordination development accelerates.



DRAW

With the DRAW app, your child gains the ability to draw by seeing that they can draw while exploring drawing skills and dimensioning.



CUBE

CUBE activities strengthen the part-whole relationship, completion, attention and discrimination skills.



FIND

With FIND activities, your child's attention and visual discrimination improve, while memory power and mental performance increase.



SOLVE

SOLVE book develops problem solving, reasoning and analytical thinking skills through fun activities.



LISTEN

LISTEN book aims to develop auditory intelligence, auditory attention and awareness, auditory perception, distinguishing sounds, being sensitive to sounds and listening skills.



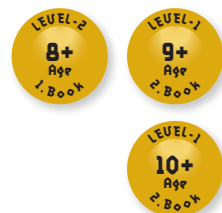
THINK

THINK activities are designed to help children think about unfamiliar problems, events and uncertainties in comparison to questions or dilemmas.



MIND

With MIND activities, your child's logical inference and problem solving skills are developed through challenging activities.



MATRIX

MATRIX includes fun activities that develop problem solving, reasoning and judgment.



COORDINATE

COORDINATE strengthens your child's high-level cognitive skills such as reasoning, memory, visual and spatial acuity.



ARCHITECT

ARCHITECT book has been developed with a working systematic that develops aesthetic skills, shape-ground relationship development, perception and aesthetic sensitivity.



ALGORITHM

With the easy and fun activities in ALGORITHM, your child learns the logic of coding and algorithms



CALCULATE

The CALCULATE book is based on mathematical thinking skills and consists of activities that support the ability to use and analyze information and find its equivalents in daily life.



Books for Developing Emotional and Social Skills Series



My Emotions

This book helps your child in the following areas of development with healing stories and activities:

- Self-expression
- Recognize your feelings
- Regulating and controlling your emotions



My Thoughts

This book provides your child with activities and exercises from life:

- Managing your emotions
- Don't decide how to behave



My Behaviors

This book provides your child with the following developments in social life through activities:

- Adaptation to society
- Recognizing responsibilities
- Don't empathize



ART CRAFT / HAND SKILLS SET



Art Craft Series is a set of five books. It is designed to develop hand-eye coordination, fine motor skills, productive thinking and imagination. It helps to increase your child's potential and reveals their talents. Your child realizes what they can do and becomes more motivated for educational activities.

Cutting

Cutting activities are designed to develop your child's hand-eye coordination, attention and concentration, problem solving skills and fine motor muscles.



Kirigami

Kirigami is the art of making three-dimensional shapes by cutting paper. Unlike origami, in kirigami the paper is cut symmetrically.



Origami

Origami: The art of making various living and non-living figures by simply folding square pieces of paper without cutting or using glue.



Ayatori

Ayatori, rope games, are mastered by the fingers. The rope how to think about how and through which hole. The power of reasoning and improves decision-making ability.



Quilling

Quilling is the creation of creating various models and patterns from motifs art.



TÜZDER

By TZDER is
recommended.

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TEM
TÜZDER EĞİTİM METODU

STEM

ICIE
THE INTERNATIONAL CENTER FOR
INTELLIGENCE IN EDUCATION



Made in Türkiye



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/ZETZKAOYUNLARI

It has been approved by Yıldız Technical
University Faculty of Education to contribute
to children's mental skills.

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