

zet zeka product cataLog



Intelligence and Mind Games



Robotics and Electronic Kits



Activity Books





Makes Intelligence Visible

Build Your Dreams with ZET-Zeka!

As **ZET Zeka A.Ş.**, it is one of the most important goals of our company 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 the child to learn the subjects that we cannot teach to the child through his/her own experiences. The child opens his/her feelings and thoughts during the game. They gain experience in finding solutions to problems through trial and error and taking certain risks.

As **ZET Zeka**, we are pleased to offer you intelligence games, robotics sets, science 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 expressed as games or toys.



SQUARE 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!

FIND THE SHAPE 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.

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!

BUZZ BUZZ



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.

WORD TREASURE



Word 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.

BATTLE OF NUMBERS



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.

SMART CODE



Set your strategy, reach your goals! Smart Code is a coding game that supports problem solving and strategy development skills for children aged 6 and up. Make the right moves at the right time, collect points.

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.

ATTENTION BLOCKS 120 PIECES



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



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.

BALANCE GAME



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.

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!

STACK



The Stack is a deep strategy game that is quick and easy to learn and forces you to think. ISTIF 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.

9 STONE



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.

GO (13x13)



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.

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.

REVERSI



Make your move and take the majority! Reversi is a two-player strategy game. The aim is to flip the opponent's discs with your own colour. The game ends when the board is full and the player who flips the most discs wins.

WOODEN MANCALA



Wooden Mancala; 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.

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.

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 the oretical 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.

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?

IQ, ATTENTION AND TALENT DEVELOPMENT BOOKS SERIES



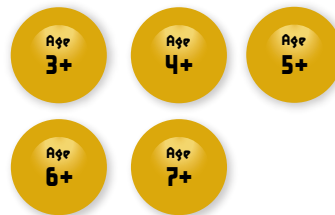
DOT

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



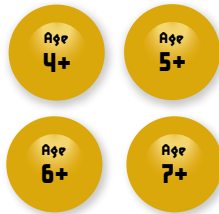
PAINT

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



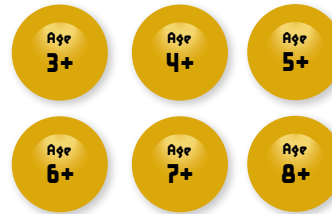
DRAW

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



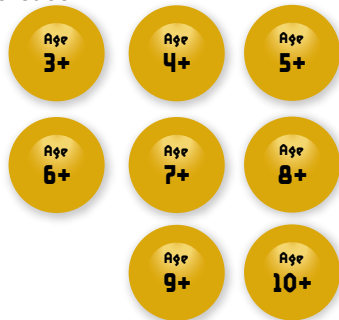
CUBE

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



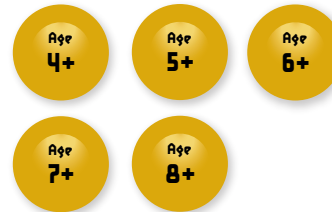
FIND

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.



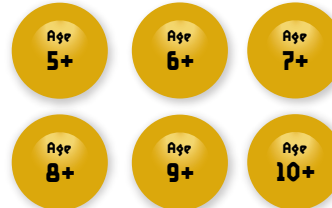
LISTEN

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



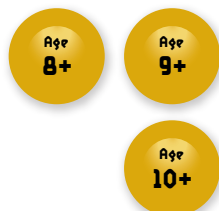
THINK

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



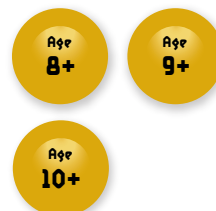
MIND

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



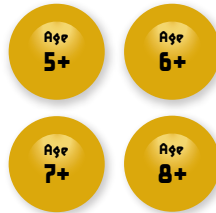
MATRIX

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



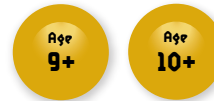
COORDINATE

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



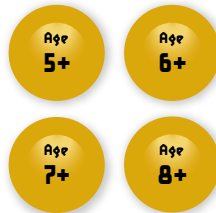
ARCHITECT

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



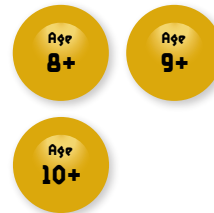
ALGORITHM

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

4-8
Age
Book 1-2-3-4-5



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.



1.
Book

KIRIGAMI

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

2.
Book



ORIGAMI

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



3.
Book

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.

4.
Book



QUILLING

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



5.
Book



OUR REGISTRATION DOCUMENTS AND CERTIFICATES



OUR TRADEMARK REGISTRATION CERTIFICATES



OUR TRADEMARK REGISTRATION CERTIFICATES





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