



Lumi

LEARNING WITH FUN



CATALOG 2023





Lumi

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What is Lumi and who is it for?

Lumi is an **educational series** stimulating and supporting holistic growth across **different competencies** and **different target ages**. All books of Lumi's collection are addressed to kids of **4 age groups**, identified with little animal icons:

0-3



**HERMIT
CRAB**

3-5



**SEA
TURTLE**

5-7



WHALE

7-9



SEAGULL



Lumi, a lighthouse and reference point offering a sense of security, while illuminating a path and providing guidance during a unique journey.

PARENTS

Lumi contains pages dedicated to parents, with tips and advice to communicate in the right way with the children, to deal with complex topics together and to be their lighthouse in the middle of the Lumi collective of islands.

TEACHERS AND EDUCATORS

Inside the volumes, teachers and educators also find many inspirations to accompany kids with their first steps at school. The topics inside have all scientific, artistic and behavioral nature.

Competencies

Lumi can be compared to a collective of islands, composed of **7 educational categories** for holistic growth and for a **cohesive brand**, each with their own unique look.



CREATING

Stimulating creativity, imaginative play, and artistic exploration.



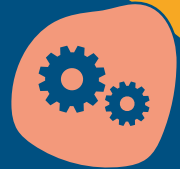
FEELING

Building emotional intelligence, mindfulness, and empathy.



COMMUNICATING

Increasing vocabulary, linguistic expression, and storytelling.



REASONING

Developing skills in mathematics, planning, logical deduction, and coding.



COOPERATING

Introducing cultural intelligence, community thinking, and civic duty.



THINKING

Supporting cognitive development, from perception to memory.



EXPLORING

Encouraging curiosity and stimulating spatial-temporal coordination.

Content value



- **COORDINATOR: CHIARA PIRODDI**

A psychotherapist psychologist, specialized in the area of childhood and adolescence psychopathology. She coordinated the whole Lumi project and personally edited some books in the series.

- **EXPERT AUTHORS**

Every volume is edited and written by authors specialized in the respective covered topics, with years of experience in children learning path and communication.

- **EVOLVING COMPLEXITY**

The illustrators have been all selected for the trait of their drawings, to be time by time suitable for each age group, which needs an increasingly complicated level of detail.

Why choose Lumi?

- **INCLUSIVITY**

Innovative and inclusive illustrations and layouts for all ethnicities and social backgrounds.

- **INTERACTIVITY**

With each product in collection, the children can learn by interacting with the book and are encouraged to think and respond independently.

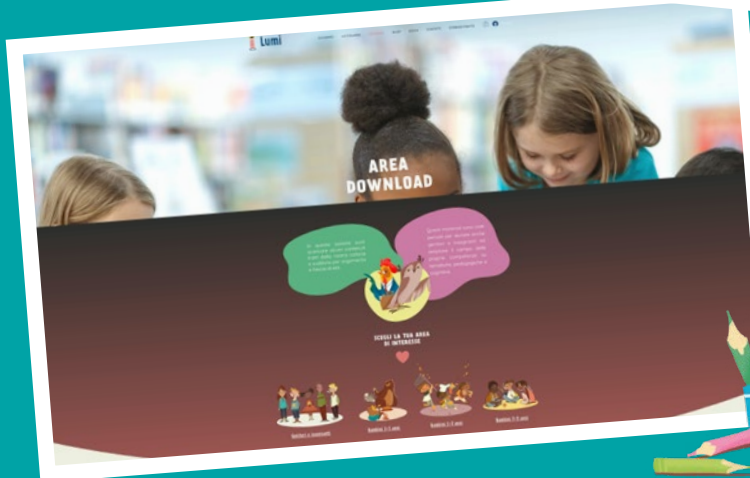
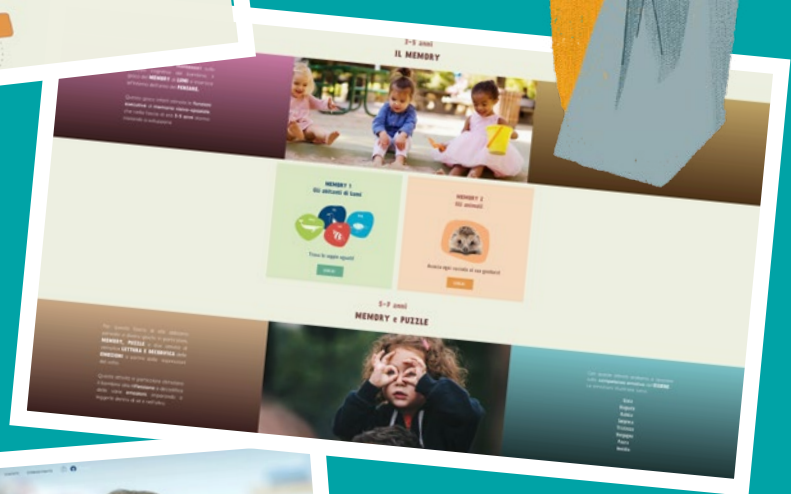
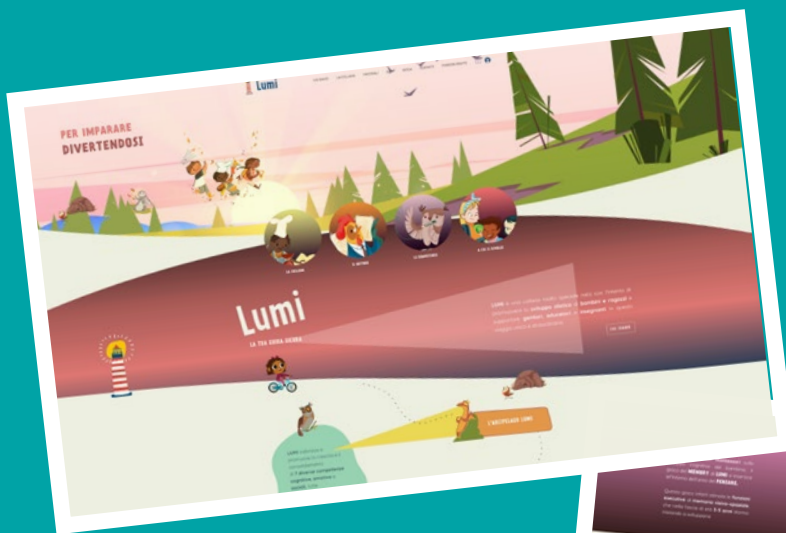
- **IN-DEPTH STUDIES**

Each book is based on scientific studies and official pedagogical theories, giving value to the whole collection.



A dedicated website

Lumi includes an engaging website where little readers, teachers, educators and parents can **download additional materials for free, or play with interactive games and activities**. The mission, the target ages, the competencies: each of them is clearly explained, providing the user with a **complete overview on the collection**.



ACTIVITY BOOKS

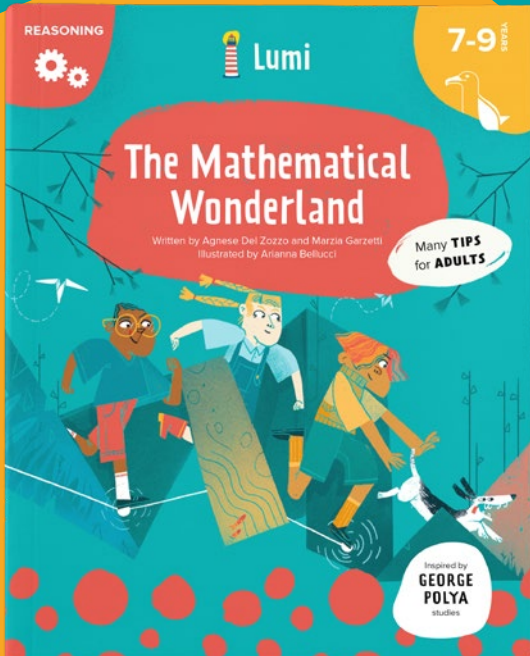




The Mathematical Wonderland



Inspired by the studies of **GEORGE POLYA**
Edited by **AGNESE DEL ZOZZO** and **MARZIA GARZETTI**



CONTENTS

Like Alice falling into Wonderland, readers of this book will find themselves travelling through wondrous mathematical worlds. Adventures will test their abilities to navigate problems and deduce logical solutions in order to get home. Each chapter offers activities from different phases in problem solving based on the research of mathematician George Polya.

KEY SELLING POINTS

LEARN PROBLEM SOLVING
THROUGH GAMES

MATH MADE FUN

OVER 80 PAGES OF ACTIVITIES

NEW

REASONING

Developing skills in mathematics, planning, logical deduction, and coding



EXPLORING



THINKING



CREATING



FEELING



COOPERATING



COMMUNICATING

AUTHORS

Agnese del Zozzo and **Marzia Garzetti** have a degree in mathematics and, after years of self-employment in the education sector, they have taken the path into research on teaching and communication of mathematics. They are currently PhD students at the Universities of Trento and Bolzano, respectively.

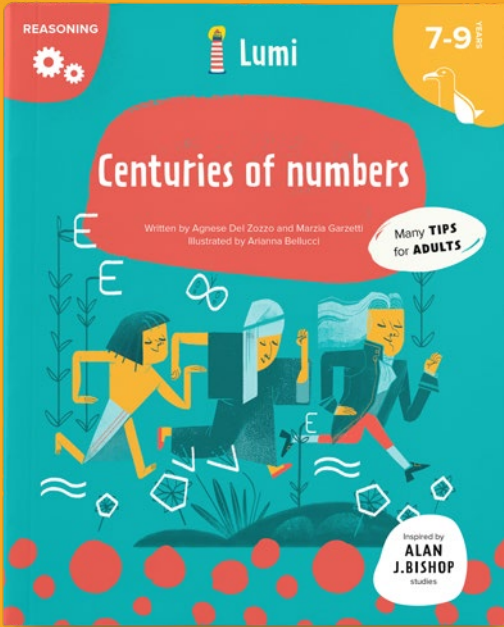
SPECIFICATIONS

- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 80 pages
- softcover



Centuries of numbers

Inspired by the studies of **ALAN J. BISHOP**
Edited by **AGNESE DEL ZOZZO** and **MARZIA GARZETTI**



CONTENTS

This book is full of exciting, fun activities to help children learn various mathematical concepts such as problem solving, early arithmetic skills, logic, space-time abilities, planning, and coding. As they travel back in time, children will become comfortable with math and have fun as they learn!

KEY SELLING POINTS

WRITTEN BY EXPERTS IN THE FIELD

INTERESTING FUN FACTS FROM THE PAST



SPECIFICATIONS

- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 80 pages ● softcover

5-7
YEARS

CONTENTS

Each of the five chapters of this book presents children with situations and settings that are part of their daily lives, combined with games and engaging activities: fun coding games in the park; learning measurements in the kitchen; arithmetic practice in the gym; numbers and sums at a birthday party; and, finally, designing in the bedroom by learning to recognize shapes and geometric figures! Children can see for themselves that math really is... everywhere!

KEY SELLING POINTS

MATH APPLIED TO SITUATIONS THAT CHILDREN ARE FAMILIAR WITH

INCLUDES A POSTER THAT TURNS INTO A BOARD GAME

SPECIFICATIONS

- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 64 pages + poster ● softcover

Math is Everywhere!

Inspired by the studies of **ALAN J. BISHOP**
Edited by **AGNESE DEL ZOZZO** and **MARZIA GARZETTI**



Boost your self-esteem

5-7
YEARS

Inspired by the studies of **DEBORA M. PLUMMER**
Edited by **CHIARA PIRODDI**



NEW

CONTENTS

Some might say that having “a growth mindset” is everything (a.k.a.: believing that your qualities can be cultivated for success and seeing challenge as opportunity). Within that, self-esteem is a core foundation for growth. In this book, the 4 elements of self-esteem according to the work of psychologist Debora Plummer, become 4 chapters of engaging activities and games for developing young minds!

KEY SELLING POINTS

BASED ON EXPERT RESEARCH

DEVELOPING SELF-ESTEEM IN YOUTH

ENGAGING ACTIVITIES
AND A POSTER TO DETACH



FEELING

Building emotional intelligence, mindfulness, and empathy



COOPERATING



COMMUNICATING



REASONING



EXPLORING



THINKING



CREATING



SPECIFICATIONS

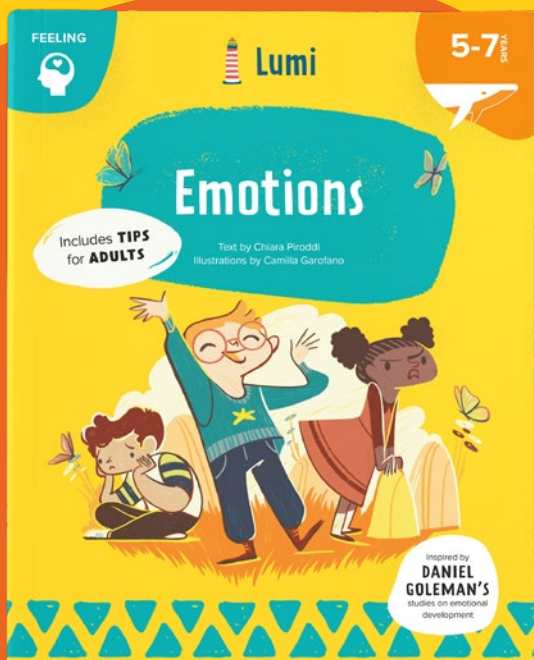
- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 64 pages + poster
- softcover



Emotions

5-7
YEARS

Inspired by the studies of **DANIEL GOLEMAN**
Edited by **CHIARA PIRODDI**



CONTENTS

This book presents and explains emotions to children through games and activities that not only excite and entertain them, but also explain the function and characteristics of joy, anger, sadness, fear, disgust, surprise, shame, and envy.

Children will be able to learn to recognize emotions in themselves and in others, thereby developing useful strategies to deal with and manage all situations of emotion.

KEY SELLING POINTS

ACTIVITIES THAT STIMULATE
LEARNING THROUGH FUN

WRITTEN BY EXPERTS IN THE FIELD

INCLUDES A BRIGHTLY COLORED
MOTIVATIONAL POSTER



FEELING

Building emotional intelligence, mindfulness, and empathy



CREATING



COOPERATING



COMMUNICATING



REASONING



EXPLORING



THINKING

AUTHOR

Chiara Piroddi is a psychologist and psychotherapist, specializing in child and adolescent psychopathology. Graduating in Psychology in 2007 from the University of Pavia, she attended a Masters course in Neuropsychology in 2009, and in 2013 specialized in Cognitive Psychotherapy in Childhood and Adolescence after a four-year course at the Crocetta Clinical Center in Turin, Italy.

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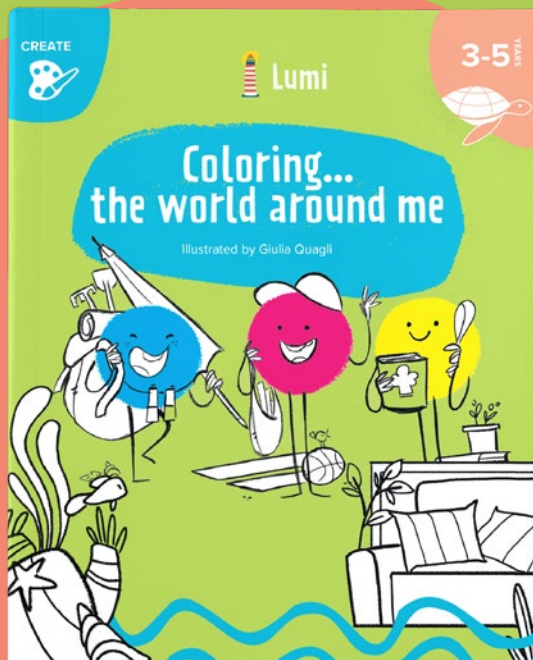
- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 64 pages + poster
- softcover



Coloring... The World Around Me

Inspired by the studies of **MARIA ASSUNTA ZANETTI**
Edited by **CHIARA PIRODDI**

3-5
YEARS



NEW

CONTENTS

Creative play has a fundamental role in children's development. For this reason, creative expression should be encouraged and supported from a young age, including by providing children with the foundational tools they need to express themselves. Each of this book's 3 chapters is dedicated to a primary color (red, yellow and blue) with a storyline that enables children to understand the basics of color theory so that they can intentionally express their vision on the pages within.

KEY SELLING POINTS

EMPOWERING CREATIVE EXPRESSION

PRIMARY COLORS THEORY EXPLAINED

OVER 100 DRAWINGS TO COLOR



CREATING

Stimulating creativity, imaginative play, and artistic exploration



FEELING



COOPERATING



COMMUNICATING



REASONING



EXPLORING



THINKING

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ILLUSTRATOR

Born in Fucecchio, **Giulia Quagli** works in Studio Fuffa. She attended the Accademia di Belle Arti and then the International School of Comics in Florence. In 2014, she turned digital and has collaborated with Giunti, Piemme edizioni, Mondadori, Zanichelli, Pearson, and Gribaudo to mention just a few. She is specialized in interactive books, as well as puzzles and toys.

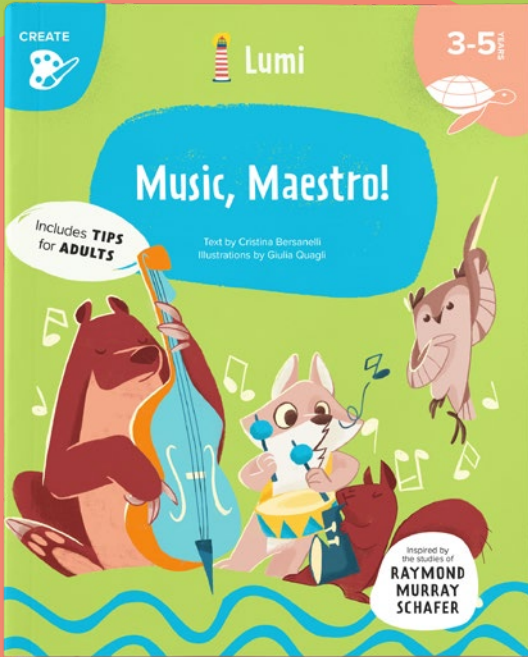
SPECIFICATIONS

- 23,5 x 28,5 cm / 9 ¼ x 11 ¼ inches
- 112 pages
- softcover

Music, Maestro!

Inspired by the studies of **RAYMOND MURRAY SCHAFER**
 Edited by **CRISTINA BERSANELLI**

3-5
YEARS



CONTENTS

This book will take you on a journey through sounds and the very first concepts of musical education. Our friendly owl will accompany children on a journey—to meet notes that jump like frogs and monkeys that sing and dance—as they learn all about instruments and sounds of the world surrounding us.

KEY SELLING POINTS

ACTIVITIES TO STIMULATE
LEARNING THROUGH FUN

ACTIVITIES THAT GRADUALLY
INCREASE IN DIFFICULTY AND SKILLS

64 FUN STICKERS TO COMPLETE
THE ACTIVITIES



CREATING

Stimulating creativity, imaginative play, and artistic exploration



FEELING



COOPERATING



COMMUNICATING



REASONING



EXPLORING



THINKING

AUTHOR

A Parma-born pianist and writer, in 2017 **Cristina Bersanelli** was awarded the Franco Abbiati prize by the Italian Association of Music Critics and the International Illica Prize for her work in introducing opera to children. Today, she divides her time between Parma and Milan, where she teaches piano at the British School of Milan.

SPECIFICATIONS

- 26 x 21 cm / 10 ¼ x 8 ¼ inches
- 48 pages + 8 pages of stickers
- softcover



What a Memory!

Inspired by the studies of **ALAN D. BADDELEY**
Edited by **CHIARA PIRODDI**

5-7
YEARS



CONTENTS

While on a camping holiday, a grandfather and his grandchildren enjoy a variety of fun memory games! Their differences in age and ability to remember, will lead them to wonder how memory works and why memory changes with age. Information and explanations about the magic of memory are provided through each activity and game - including the cognitive models for short-term, verbal and visuo-spatial memory processes by Baddeley.

KEY SELLING POINTS

GAMES BASED IN COGNITIVE MODELS

STIMULATES CHILDREN'S NATURAL
CURIOSITY FOR HOW MEMORY WORKS

ACTIVITIES & STORY COME TOGETHER



THINKING

Supporting cognitive development, from perception to memory



COOPERATING



COMMUNICATING



REASONING



EXPLORING



FEELING



CREATING

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SPECIFICATIONS

- 26 x 21 cm / 10 ¼ x 8 ¼ inches
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- softcover



L'amicizia

Ogni estate Haru e Lis raggiungono il nonno in campeggio. «Nonno, ti ricordi che giorno è oggi?» «Certo! È il Giorno della Sfida: niente compiti, solo giochi e un tesoro in palio!» «Dicci la sfida!» «Risolvere i giochi della memoria! Pronti?» «Sì!»



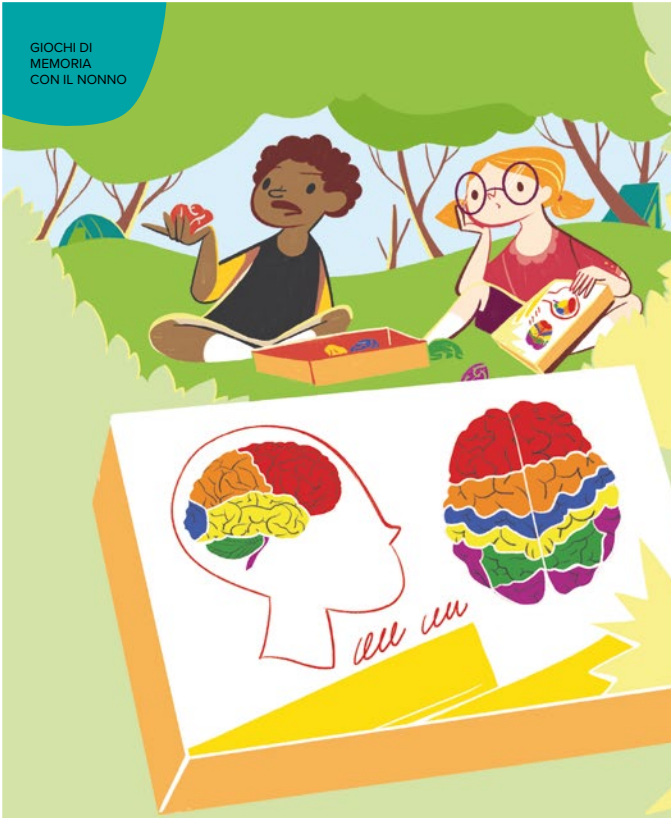
12

Per ogni lista **COPRI** con la mano la colonna rossa. **OSSERVA** le parole nella colonna verde. Poi **COPRI** la colonna verde e **TROVA** la parola o l'oggetto in più nella colonna rossa.

PANTOFLE	PANTOFLE		SANDALI
CARCIOFO	CARCIOFO		CIOCCOLATO
PIGIAMA	PIGIAMA		SMALTO
SEMAFOTO	SEMAFOTO		PALLA
ASCIUGACAPELLI	ASCIUGACAPELLI		SEDIA

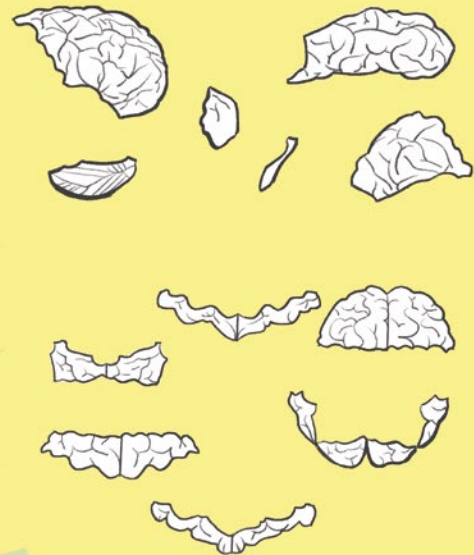
	CARTA IGIENICA
	PESCE FRITTO
	OMBRELLO
	GATTO
	ASTUCCIO

13



Il puzzle del cervello

«È il modellino di un cervello...ma è rotto!» esclama Haru, aprendo la scatola. «Guardiamo la copertina per ricostruirlo»





BOXES



My Magic 100 Words

Inspired by the studies of **MARIA CRISTINA CASELLI**



CONTENTS

A game box of 100 illustrated cards to stimulate the phonological and pre-reading skills of 3 to 5 year olds. The set is divided into five categories (objects, professions, mode of transport, foods, and animals) with words of particular interest to young children. One side of each card features a word written in all caps, as well as in cursive, while the reverse side offers a visual representation of that word. Use the cards to teach recognition, challenge recall, or create stories!

KEY SELLING POINTS

A GAME BOX FOR HOME & TRAVEL

BUILD PRE-READING SKILLS

SUPPORT VOCABULARY

NEW

SPECIFICATIONS

Box: 21,5 x 17 x 5 cm / 8 ½ x 6 ½ x 2 inches with handle
Book: 16 x 19 cm / 6 ¼ x 7 ½ inches ● 32 pages ● softcover
● 20 Cardboards: 18 x 16 cm / 3 ¼ x 6 ¼ inches



COMMUNICATING

Increasing vocabulary, linguistic expression, and storytelling



CREATING



FEELING



COOPERATING



REASONING



EXPLORING



THINKING

5-7
YEARS



CONTENTS

With this innovative box, one of the most beloved children's games— inventing stories—becomes an opportunity to help children build thinking and language skills! By providing ideas that allow them to create an endless number of stories, they enjoy playing with images and words, all while putting their tireless imagination to work!

KEY SELLING POINTS

1 BOOK WITH INSTRUCTIONS AND SUGGESTIONS FOR EDUCATORS

20 PLAYING CARDS TO CREATE ENDLESS STORIES

Storyteller

Inspired by the studies of **VLADIMIR JAKOVLEVIČ PROPP**



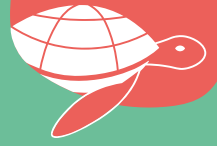
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Animemory

Inspired by the studies of **MARIA MONTESSORI**
Edited by **CHIARA PIRODDI**

3-5
YEARS



CONTENTS

Memory is the best game for developing and improving children's memory. What is different about the memory game in this box is the connection between play and Montessori education, which will help children learn to recognize and classify adult and baby animals with photographic cards.

KEY SELLING POINTS

**40 MEMORY CARDS
AND 20 3D ANIMALS TO ASSEMBLE**

**1 INSTRUCTION BOOK
AND SUGGESTIONS FOR EDUCATORS**

**GAMES AND ACTIVITIES OF INCREASING
DIFFICULTY AND INVOLVEMENT**



THINKING

Supporting cognitive development, from perception to memory



CREATING



FEELING



COOPERATING



COMMUNICATING



REASONING



EXPLORING

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- Book: 16 x 19 cm / 6 ¼ x 7 ½ inches
 - 32 pages ● softcover
 - 20 Cardboards: 18 x 16 cm / 3 ¼ x 6 ¼ inches
 - 40 cards ● 20 game pieces



The background is a solid teal color. In the top-left corner, there is a cluster of red circles of various sizes, some overlapping. At the bottom of the page, there are two thick, wavy orange lines that curve across the width of the page.

BOARD BOOKS



Together Is Better

Inspired by the studies of **CÉLESTIN FREINET**
Edited by **CHIARA PIRODDI**



CONTENTS

This book confronts the little ones with the very difficult challenge of sharing games and spaces. Among its punched pages, children will find ideas and tools to help them understand that ... together is better!

KEY SELLING POINTS

PUNCHED PAGES TO STIMULATE
CURIOSITY AND INTERACTION

REAL AND FAMILIAR SCENARIOS



COOPERATING

Introducing cultural intelligence, community thinking, and civic duty



CREATING



EXPLORING



REASONING



COMMUNICATING



THINKING



FEELING

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SPECIFICATIONS

- 16 x 16 cm / 6 ¼ x 6 ¼ inches
- 10 pages with holes
- board book

Before and After

Inspired by the studies of **SYLVIE DROIT-VOLET**
Edited by **CHIARA PIRODDI**

3-5
YEARS



CONTENTS

A little bird tells about the trips he makes to help children get ready for school: there are those who are waking up, those who are having breakfast, those who need to get dressed, and those who need to pack their backpack. But what is the right sequence of actions? What do you do first? What next? Young readers will be able to understand how to do this, thanks to the flaps and the tips in this book.

KEY SELLING POINTS

TOOLS TO LEARN HOW
TO ORGANIZE TIME AND ACTIVITIES

FAMILIAR SCENARIOS AND SET-UPS
THAT HELP THE LITTLE ONES JOIN IN

MANY LITTLE FLAPS TO LEARN
WHILE HAVING FUN



EXPLORING

Encouraging curiosity
and stimulating spatial-
temporal coordination



CREATING



FEELING



COOPERATING



COMMUNICATING



REASONING



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SPECIFICATIONS

- 22 x 22 cm / 8 ½ x 8 ½ inches
- 10 spreads + flaps
- board book



How Do You Feel?

Inspired by the studies of **PAUL EKMAN**
Edited by **CHIARA PIRODDI**

3-5
YEARS



CONTENTS

Imagine a noisy and colorful birthday party. What better occasion to bring together a bunch of happy children? But what if there was much more emotional nuance to consider? Young readers will learn to read emotions on the faces and bodies of the characters in the book by lifting the flaps and by trying to identify with them through their reactions. They learn how to experience emotions with trust and knowledge.

KEY SELLING POINTS

STRATEGIES FOR MANAGING EMOTIONS
AND DEVELOPING EMPATHY

FAMILIAR SITUATIONS AND ENVIRONMENTS
FOR INVOLVING LITTLE ONES

MANY FUN FLAPS TO EXPLORE EMOTIONS



FEELING

Building emotional intelligence, mindfulness, and empathy



CREATING



COOPERATING



COMMUNICATING



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EXPLORING



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Lumi