



Spielwarenmesse Trends 2016 – Examples of Products



TRAIN YOUR BRAIN

Codie Codie Labs Kft., H3A / B-35, www.getcodie.com/

Codie is an interactive robot that teaches children the basics of programming. With the help of the respective app, children as young as 6 can already write movement programmes for Codie via visual controls and exchange their results with other users. The intuitive handling facilitates on-the-go playing; the level of complexity increases automatically, ensuring that the joy of playing stays for a long time.



Smart Egg Goliath Toys GmbH, H 12.0/ H-10, www.goliathgames.nl

Smart Eggs are the finest in mental acrobatics – fascinating egg-shaped labyrinths with six levels of difficulty. Smart Egg is made up of two parts: the 3D egg and a pin with a head on both ends. The inside of the egg holds the tricky labyrinth with passages and openings through which the pin has to be guided.



Plus-Plus Mini Basic 170 African HCM Kinzel GmbH , H10.0 / I-09, www.hcm-kinzel.de

Plus-Plus blocks are already very popular in Denmark and Scandinavia - they look like two plus signs glued to each other which can be used to create countless colourful figures and images. Available in different shapes and colours, they boost creativity as well as imagination.

Little Red Riding Hood Smart nv , H3A / H-05, www.smartgames.eu/

Little Red Riding Hood is a mind game for children aged 3-5 which is based on the popular Little Red Riding Hood fairy tale. The package comes inclusive of the book. Large, easy to hold puzzle pieces show characters and locations from the tale. Children are given various tasks from the enclosed booklet and have to place the pieces to help Little Red Riding Hood find her way to her grandmother's home.



TAMABI "Wortaktiv" TAMABI e.U., New Exhibitor Center H3A, www.tamabi.at/

With TAMABI Wortaktiv, children expand and consolidate their vocabulary. The board game, which has something of a parlour character to it, paves the way for learning with all of one's senses. An integrated and diverse approach entices children to practice their reading and writing skills in a playful manner. "You learn to write by writing" - that is the motto for writing actively, which is the focal point of TAMABI's Wortaktiv game. It also received the Dyslexia Quality Award.



Rush Hour Shift ThinkFun Inc., H10.0 / I-16, www.thinkfun.com

Strategy and logic are the name of the Rush Hour Shift game. Two competing players try to free their vehicle faster than their opponent from the traffic gridlock on the board with the help of smart moves. But they have to be fast - because the starting situation changes continually throughout the game. Manoeuvre your car into a pole position or block the opponent? A quick mind is called for.





EVERYDAY HERO

My Fairy Garden Megableu International, H10.1 / D-13, www.megableu.com

The My Fairy Garden Sets (Fairy Garden, Lilypad Gardens, Fairy Flowerpot, Secret Fairy Door and Woodland Fairy Door) teach children to grow their own plants while they learn more about the different seasons and nature's lifecycle. Every set also contains a fairy house, a fairy figure and its small animal helper, a book with information about fairies, pixie dust and other accessories.



Job Blocks Miniland S.A, H5 / B-02, www.minilandeducational.com

The Job Blocks figures allow children to learn about professions and their respective typical attire as well as the workplaces. Children learn about the relevance of work in our society and are simultaneously encouraged to develop their own professional goals for the future. All parts are compatible and can be combined with each other to continually create new characters.



Clip it Clip It, H 3A / A-32, www.clip-it.fr

Upcycling is the principle of Clip it: Clips help to turn the lids of plastic bottles found in any household into colourful, creative figures. The Clips are also made of plastic lids. The game is composed of 90% upcycled materials and not only boosts creativity but also teaches children to give our environment and product cycles some thought.



Feeling Friends Edushape, H12.0 / E-02, www.edushape.com

Feelings are not always easy to wrap into words. The Feeling Friends adopt different facial expressions and help children to communicate their own feelings and to recognise those of others. Feeling Friends also includes an information brochure for adults about a child's socio-emotional development as well as cards which connect facial expressions with the designation of the respective emotions.





DESIGN TO PLAY

Hörbert – the wooden audio player WINZKI GmbH & Co. KG, H 3A / B-02, www.hoerbert.com

hörbert is the first MP3 player made of wood that is suitable for children. Its innovative controls are made of 9 differently coloured buttons that allow the user to skip through 9 playlists. This means that no display is necessary. Parents record music and audio dramas with the supplied software onto a memory card. hörbert is made of non-toxic materials and wood from sustainable forestation and is shipped with a neutral carbon footprint.



Monochrome meets Rainbow Colour Grimm's GmbH, H 3A / E-03, www.grimms.eu

Grimm's new kit combines classic rainbow colours with a neutral, monochrome colour scheme. Its modern functionality and objectivity focus on an analytical linear effect. This results in new exciting worlds of play. High-contrast hues and textured surfaces also motivate children who are visually strongly impaired, to take a look.



The Kiddimoto London Bus Kiddimoto Ltd., Hall7 / C-20, www.kiddimoto.co.uk

The red wooden bus emulates the famous London busses and brings a touch of retro into the children's room. It supports children with learning how to walk and offers sufficient space for them to take their favourite toys along with them on their exploration tours.



Submarine Spray Station Yookidoo, H2 / B 0-2, www.yookido.com

Playing and washing go hand in hand with the Submarine Spray Station. The battery-driven water-pumping system is designed for small hands. Children lose their fear of water through play while training their eye-hand coordination. Surprising chain reactions help them to comprehend the principle of cause and effect while fine-tuning their motor skills even further.



D-bike mini concept model Ides, H7 / C-08, www.idesnet.co.jp

Children as of the age of 1 train their motor skills with this equipment. The two front wheels carry the weight of children only just learning how to walk and also make the bike particularly safe. The D-bike mini received several design awards in Japan.



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Spielwarenmesse®

Spielwarenmesse eG, a service provider specialised in trade fairs and marketing services, organises the Spielwarenmesse®, the leading international fair for toys, hobby and leisure. The specialised trade fair forms a comprehensive communication and order platform for 2,800 national and international manufacturers. Showcasing new products and the comprehensive overview of the industry's different sectors for some 70,000 buyers and specialist retailers from over 120 nations create a valuable information pool for their annual market orientation. Since 2013, Spielwarenmesse® has also been a protected word mark in Germany.

Trade fair schedule: Spielwarenmesse® Wednesday to Monday, 27 Jan. – 01 Feb. 2016