

modulmax® is an innovative construction toy, designed to stimulate **ability, intelligence** and **creativity**, amongst other aspects. In over 50 trials and workshops, it has been proven that modulmax allows children from 4 years upwards to play for an extended period of time, improving concentration ability and correct task completion, without the constant supervision of an adult.

modulmax is based on a single type of piece. More than **100 figures** can be made using only 18 pieces.



The joining system is very precise and requires certain ability and practice.



The pieces can be joined one on top of the other.



The building of some of the figures requires some practice and precision.



The unlocking key helps to separate the pieces.



The easiest way to join 2 pieces is by laying them on a flat surface and pushing them together.

HOW TO START

The easiest way to join 2 pieces is by laying them on a flat surface and pushing them together (see right photo). They can also be joined one on top of the other. With these two rules even the youngest children can start to experiment with modulmax, boosting their creativity and imagination.

CHARACTERISTICS

Instructions: modulmax includes instructions showing representations of various figures. They are only a small demonstration of what can be done. Most of the figures are represented by a unique image, which in turn is designed to further stimulate learning and experimentation.

Difficulty Level: modulmax can be easy or difficult depending on the experience of the user and the complexity of the figure being made. We highlight motor skills, spatial skills and conceptual skills or ingenuity.

Piece Asymmetry: The piece presents an asymmetric morphology. This is one of the keys to the game, converting it also into a brain teaser. Sometimes it is necessary to think about the positioning of the pieces (0°, 90°, 180°), and front and back positioning in order to finish the construction.

Modular Constructions: Many figures can be built with previously constructed shapes (triangle, cube, hexagon...) The way in which these models are built and put together will make the development of the construction more or less difficult.

TYPES OF ACTIVITY

Different types of activity can be done, depending on the needs of kids, teens and adults.

Autodidactic Objectives	Exploring the possibilities of modulmax without the instructions.
Polyhedrons	Building a represented figure or choosing a certain concept (e.g. build a plane).
Exhaustive	Build any regular or semiregular polyhedron (e.g. build a tetrahedron)
Cooperative	Construct all the possible figures using a determinate number of pieces.
Design	Work together to achieve a common goal (e.g. build a high tower or a polyhedron).
Task definition	Redesign an existing figure by improving its stability, reducing the number of pieces or improve the colour combinations.
Competitive	Define a methodology to build an existing figure (task and process description).
Basic	Compete with others, concentrating on speed or quality of result.
	Kids from 3 upwards can generate 2D figures and play with simple modules such as triangles or cubes.