

The image shows a white box for the 'Ouisi Nature' game. The box features a grid of nature photographs and the text 'OUI SI NATURE' and '250 connecting photo cards, with games and activities to foster creativity and ignite natural wonder.' Several nature-themed cards are laid out in front of the box, showing various animals and plants.



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# Ouisi Cards

The Ouisí STEAM Kit uses beautiful photographic visual cards from three sets — Ouisí Nature, Ouisí Original, and Ouisí Getty Museum — to promote pattern recognition, categorization, visual literacy, creative storytelling, and cross-curricular exploration. Students use the cards to build connections across math, science, art, and language, fostering observation skills, flexible thinking, and communication. With endless ways to play and learn, this kit is ideal for early learners through upper grades.



## Grade Level

K - 20

## Group Size

Groups of 2 - 4, or entire class discussions

## Time Duration

10 - 30 minutes per activity

## Content of Kits

### Components

- 2 sets of Ouisi Original
- 2 sets of Ouisi Nature
- 2 sets of Ouisi Getty



# Usage

## Getting Started

1. **Unbox and Introduce Sets** - Show students the different sets: Nature, Original, and Getty Museum. Discuss how each offers unique images for exploration.
2. **Allow Open Exploration** - Let students freely handle and look through the cards, noticing details, similarities, and differences.
3. **Model Simple Matching** - Demonstrate matching cards by shape, pattern, color, or concept (ex: textures, spirals, warm colors).
4. **Introduce Categorization Challenges** - Ask students to sort cards by different criteria and explain their choices.
5. Explain how cards can be used for math (geometry, patterns), science (nature classification), art (composition, contrast), and language (storytelling).

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## Storage

- Please return all cards to their original set and store in their box inside the provided storage container.
- Store in a dry area away from liquids or moisture to preserve cards.

## Troubleshooting

- **Cards mixed between sets** - Use the unique backs of each set to reorganize cards and ensure correct storage.
- **Students are unsure how to start** - Provide prompt cards or example questions to spark exploration and pattern finding.



# Activity Guide

## Beginner

### Match It!

Students work in pairs or small groups to match cards by color, texture, shape, or theme. They explain their reasoning and practice visual literacy by comparing image features.

## Intermediate

### Sorting & Classifying

Students create and explain categories for groups of cards (ex: natural vs. man-made, warm vs. cool tones, geometric vs. organic shapes). They present their sorting criteria and invite classmates to guess the rule.

## Advanced

### Cross-Disciplinary Connections

Students select 3–5 cards and explain connections to science (biological patterns, materials), math (symmetry, geometry), art (composition, balance), and language (metaphor, story themes). They create a short written or oral presentation linking the cards to at least two STEAM disciplines.

## Extension Activities:

### Ouisí Visual Storytelling

Students select 5–7 cards to tell a visual story. They arrange the cards in sequence and write or present a narrative that connects the images. This can be used for creative writing, language arts, or even science explanations.

### Ouisí Reflections & Connections

Students work in small groups. Each student selects 1–3 Ouisí cards that represent how they're feeling today, how they think about a current topic, or how they see a team challenge (ex: group project, class goal, community event). One at a time, students share why they chose their card(s) and what personal connections they see in the images. Group members listen respectfully and can share supportive or connecting comments. Optionally, the group can build a shared "mood board" using a set of cards that represent the group's collective thoughts or goals.



# Learning Extensions

## STEAM Connections: Math - Science - Arts and Design

### Learning Objectives:

- Build visual literacy and observational skills.
- Develop categorization and flexible thinking.
- Strengthen mathematical reasoning through pattern and shape exploration.
- Foster scientific thinking through classification and natural observation.
- Inspire creativity and communication through visual storytelling.

### Career Connections:

- **Graphic Designer** - Uses visual composition, contrast, and pattern recognition.
- **Scientist/Naturalist** - Classifies, observes, and draws conclusions from visual data.
- **Artist** - Builds compositions and visual narratives.
- **Writer/Storyteller** - Uses images to spark imagination and language development.
- **Architect/Engineer** - Applies principles of design, symmetry, and pattern in structures.

### Essential Employability Skills:

- Critical Thinking
- Problem-Solving
- Creativity
- Collaboration
- Communication





# Resources and Accessibility

## Safety Guidelines

- Handle cards with clean, dry hands to prevent damage.
- Keep liquids away from cards during use.
- Return cards to correct boxes to avoid mixing sets.
- Supervise younger learners to prevent cards from being bent or torn.

## Accessibility

- Use high-contrast visual prompts and encourage verbal exploration of images.
- Allow students with motor challenges to collaborate and guide card selection verbally.
- Provide descriptive audio or text prompts for students with visual impairments (where available).
- Offer extended time for exploration and discussion.

## Library Catalog



## Library Resources



## Feedback

QR to feedback survey

