
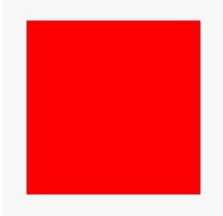




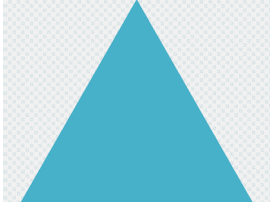






Shape Patterns	
AGE RANGE	3-4
Activity for...	Group with robot
Author	Melda Ersoy, İdeal Çocuk Kindergarten, Turkey.
DURATION / TIMING:	30-40 minutes
REQUIRED MATERIALS:	<p>Geometric shape pictures, 1 box, hook and loop board, board prepared for Robot Doc, Robot Doc</p>       
PREPARATION OF THE ENVIRONMENT:	Hook and loop board and boxes with geometric shapes are placed in the classroom environment. Cards with geometric shapes are brought to the classroom environment and the transition is made to the introductory stage of the activity.
DETAILED	



DESCRIPTION:
How the activity is
implemented?

1st Stage

- The teacher tells the children that they are going to play a game and the children are seated in a circle. Prepared cards with square, triangle, rectangle, ellipse, pentagon shapes are shown. While playing, a child becomes a tag and is given a card. The child starts walking outside the circle by saying the feature of the shape on this card, and the teacher plays music from behind. The child leaves the card behind a friend and starts chasing after the friend says a feature of that shape. After the game progresses in this way and all children become a tag, the next stage is started.
- A pattern on the floor is shown and a conversation is started by asking the children questions about this pattern. The teacher distributes the roles to the children and the next stage is started.
- After the roles are distributed, the speaker says a geometric shape pattern with rules of 2-1, 2-2 or 3-1( or ) and the other children try to create this pattern on the hook and loop board by acting according to their roles. The geometric shapes are in the box and the player finds the geometric shape related to the pattern from the box and places it on the hook and loop board. The roles keep changing until each child becomes the speaker once.



Children create the pattern on the hook and loop board.



	<p>2nd Stage</p> <ul style="list-style-type: none"> ● Roles are distributed after Robot Doc and the board are laid on the ground. Relevant geometric shapes are placed on the board. The speaker tells a pattern according to the rules specified earlier. According to their roles, the children move the Robot Doc according to the rule of the pattern. On the hook and loop board, both the pattern he/she has told to the speaker and the pattern in which Robot Doc was coded are placed one under the other. Afterwards, a comparison and an evaluation are made between the two. In each round, the roles continue by changing and the activity ends at the end of the 5th Round.
<p>ROLES of the CHILDREN</p>	<p>Speaker; creates a pattern using the geometric shapes in the box.</p> <p>Player; finds the shapes related to the pattern told by the speaker and codes the Robot Doc.</p> <p>Coach; places the pattern told by the speaker and the pattern in which Robot Doc is coded on the board.</p> <p>Referee; together with the announcer, checks that the Robot Doc is coded correctly.</p> <p>Director; manages this process without confusion.</p>
<p>ROLE of the TEACHER:</p>	<p>The teacher plays a role in the children's fulfillment of their roles. He/she places media preparation and boards. In the introductory stage of the activity, he/she introduces the pattern models to the children and supports them in creating the pattern rules.</p>
<p>EXTRA RESOURCES</p>	
<p>Other remarks / Hints for the implementation</p>	<p>EVALUATION:</p> <ul style="list-style-type: none"> ● Where do we encounter geometric shapes in daily life? ● Have you noticed an image/object/situation that we can call a pattern in your life?



	<ul style="list-style-type: none">● What can we explain in life with patterns?● What difficulties did you have while fulfilling your role?● What would you like to change at the activity?
References, if any	