






Shapes and Colors

AGE RANGE	3-4
Activity for...	Group with robot
Author	Özge Cebe Meydaneri, TED Kindergarten, Turkey.
DURATION / TIMING:	30-40 minutes
REQUIRED MATERIALS:	<p>Board, Geometric Shapes, Color cards, robot and robot platform</p>  <p>Geometrical shapes</p>  <p>Intermediate Color Cards,</p>  <p>Robot</p>



The board where the intermediate color cards will be placed



**PREPARATION
OF THE
ENVIRONMEN
T:**

Tables are pre-arranged for the children to sit in a circle. The board is arranged in such a way that children can reach it.

**DETAILED
DESCRIPTION:**
How the activity
is implemented?

- Geometric shapes and colors, color mixtures are repeated with children. The children are then given an explanation of the activity. It is said that every geometric shape has a color. It is explained and visually shown together with the pictures that the square shape is red, the rectangular shape is white, the triangle shape is blue, and the circle shape is yellow.
- It is said that there are colored geometric shapes in one box and color mixtures in the other box. Which colors (purple, orange, green, pink) are present in this box are examined together with the children.
- The activity begins by forming groups of 3 and distributing roles.

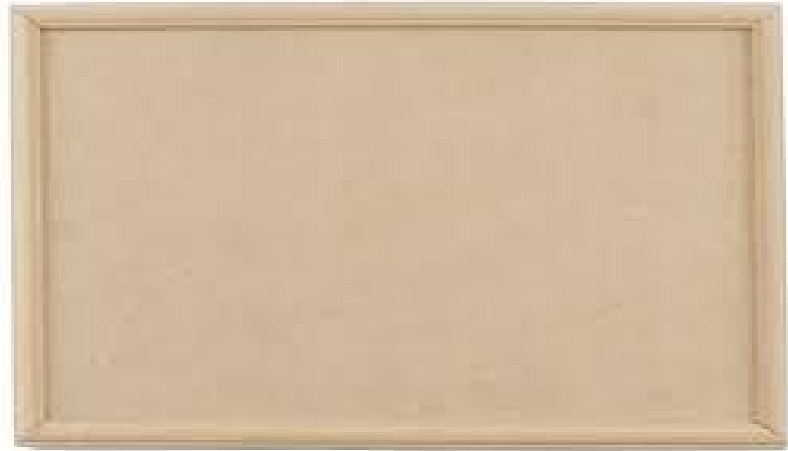
Chief: Selects the player and the player goes to the box of geometric shapes and takes 2 random geometric shapes. For example, let's say Square and Triangle shapes are selected. The square and triangle shapes are placed on the board. The square is red, the triangle is blue. The teacher asks what color occurs when square and triangle mix.



Player: Goes to the color mixture box and selects the purple color and places it on the board.

Inspector: Checks the board.







- The activity is implemented for each child by alternating roles.



- In the 2nd stage of the game, the board on which the robot will move is placed in the middle and introduced. There are geometric shapes and colors on the board. The activity begins by forming groups of 3 and distributing roles.
- The teacher guides the children to find intermediate colors by coding the robot in accordance with their roles.



Robot Platform

					
					
					
					
					 START

ROLES of the CHILDREN

Chief: Selects the player and the player goes to the box of geometric shapes and takes 2 random geometric shapes. For example, square and triangle shape are selected.

Player; firstly, codes the robot according to the square or triangle shape it will go to and advances the robot. He/she then codes the robot for the other



	<p>shape and advances the robot. The square is red, the triangle is blue. The teacher asks what color occurs when square and triangle mix. The player guesses the color mixture. He/she then codes his/her robot to purple and advances his/her robot.</p> <p>Inspector; checks whether the robot coding is done correctly.</p>
<p>ROLE of the TEACHER:</p>	<p>The teacher acts as a guide and director. He/she does not tell the right or wrong answer, he/she participates in the process with questions to reach the truth.</p>
<p>EXTRA RESOURCES</p>	
<p>Other remarks / Hints for the implementation</p>	<p>EVALUATION</p> <ul style="list-style-type: none"> ● At the end of the activity, whether the children can complete the intermediate color formation sorting cards, their intra-group understanding, agreement, empathy and communication skills are observed. ● Children's ability to apply their roles and cooperation skills in the process are evaluated. ● The contribution of the robot to children's collaboration, cooperation, etc. skills is observed.
<p>References, if any</p>	