






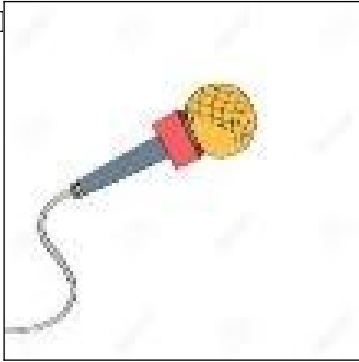
| <b>Shape Patterns</b>  |  |
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| <b>AGE RANGE</b>   | 3-4  |
| <b>Activity for...</b>   | Group without robot  |
| <b>Author</b>  | <b>Melda Ersoy,İdeal Çocuk Kindergarten,Turkey.</b>  |
| <b>DURATION / TIMING:</b>  | 30-40 minutes  |
| <b>REQUIRED MATERIALS:</b>                                       | <p>Geometric shape pictures, 1 box, hook and loop board</p>  |
| <b>PREPARATION OF THE ENVIRONMENT:</b>                           | <p>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.</p>   |
| <b>DETAILED DESCRIPTION:</b><br>How the activity is implemented? | <ul style="list-style-type: none"> <li>● 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</li> </ul> |



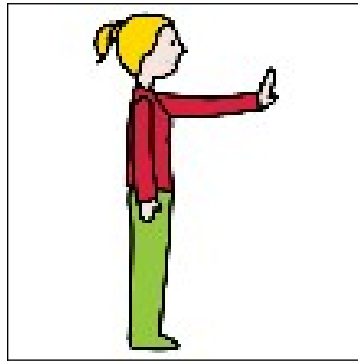
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|                                     | <p>card behind a friend and starts chasing after the friend says a feature of that shape. After the game progresses in this way and all children become a tag, the next stage is started.</p> <ul style="list-style-type: none"> <li>● 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.</li> <li>● 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.</li> </ul> <div data-bbox="574 1066 1373 1163" style="text-align: center;">  </div> <p><b>Children correctly place the shapes on the hook and loop board according to the given pattern example.</b></p> |
| <p><b>ROLES of the CHILDREN</b></p> | <p><b>Speaker;</b> creates a pattern using the geometric shapes in the box.</p> <p><b>Player;</b> finds the shapes of the pattern told by the child speaker from the box and places them on the hook and loop board.</p> <p><b>Coach;</b> tells the player which geometric shapes to find and reminds the rule.</p> <p><b>Referee;</b> goes to the board with the speaker and discusses the correctness of the pattern rule.</p> <p><b>Director;</b> manages this process without confusion.</p>   |



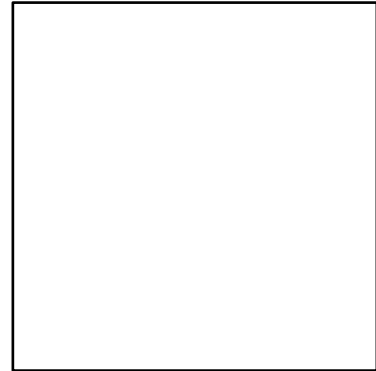
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| <p><b>ROLE of the<br/>TEACHER:</b></p>                             | <p>The teacher plays a role in the children's fulfillment of their roles. He/she places media preparation and boards. In the introductory stage of the activity, he/she introduces the pattern models to the children and supports them in creating the pattern rules.</p>   |
| <p><b>EXTRA RESOURCES</b></p>                                      |  |
| <p><b>Other remarks / Hints<br/>for the<br/>implementation</b></p> | <ul style="list-style-type: none"> <li>● <b>EVALUATION:</b>Where do we encounter geometric shapes in daily life?</li> <li>● Have you noticed an image/object/situation that we can call a pattern in your life?</li> <li>● What can we explain in life with patterns?</li> <li>● What difficulties did you have while fulfilling your role?</li> <li>● What would you like to change at the activity?</li> </ul> |
| <p><b>References, if any</b></p>                                   |  |



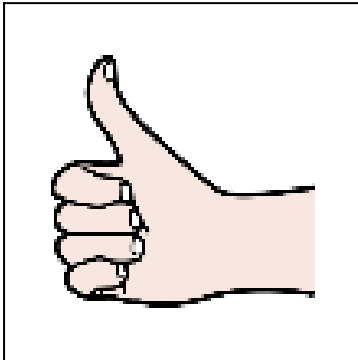
**Speaker**



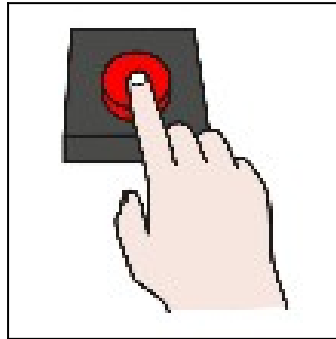
**Director**



**Coach**



**Referee**



**Player**