| *Follow the rhythm*	
AGE RANGE	3-4
Activity for...	Single with robot
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DURATION / TIMING:	20-30 minutes
REQUIRED MATERIALS:	● 5 pieces of all kinds of picture rhythm cards and 1 piece of pattern cards are prepared. (5 sets of cards with rhythm visuals) Picture Rhythm Cards: Pattern Cards: ● A mat of sufficient size for the cards to be placed on top (could be hook and loop board, mat, styrofoam or blackboard). ● Robot Doc,

● The platform prepared according to Robot Doc at the activity.
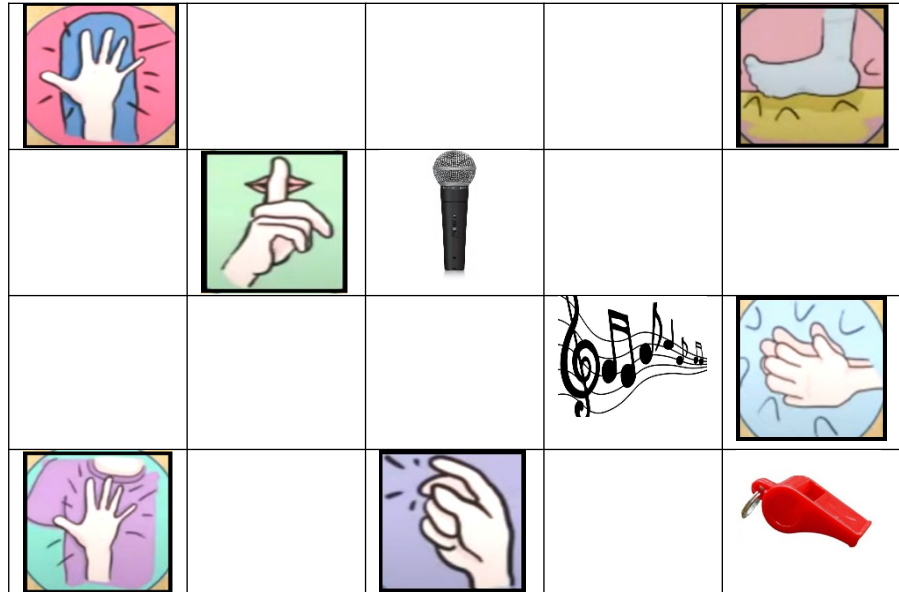
● Two boxes, green and red, in which the cards will be placed (ready pattern cards are placed in the red box, cards with rhythm visuals are placed in the green box.)

Green Box with Picture Rhythm cards: Red Box with Pattern cards:

● Empty table to place happy faces.

PREPARATION OF THE ENVIRONMENT:	The child should be in an empty space suitable for the activity environment outside the classroom under the guidance of the teacher.
DETAILED DESCRIPTION: How the activity is implemented?	● The teacher stands with the child. ● The cards inside the box are examined so that the child become familiar with the cards. Simple patterns are created with cards. **1st Stage:** ● A pattern game with rhythm is played with cards. ● Cards with rhythm visuals are given to the child. ● The child chooses 5 cards from the visuals. ● The teacher selects a pattern card with rhythm visuals from the red box. ● The child starts the game. The child shows the card by making the rhythm in the visual. Behind him/her, the teacher with the card that needs to be lined up in the pattern shows his/her card and makes the rhythm on the card. The game continues in this way until the cards in their hand are exhausted. ● When the pattern is finished, the rhythm pattern is animated together with the teacher. ● After animation, a pattern is created on the hook and loop board. **2nd Stage** ● After the child gain experience with the previous activities, the teacher lays the platform on which the robot will be used. The visuals on the platform are examined. ● Child is told that the starting point of the robot is the whistle visual. ● The child will be the person to guide the robot to sort the pattern the speaker tells. ●

- The teacher will say whether the selected cards (cards on the board) are correct or if the group needs to reconsider the choices. The activity will continue until the pattern variations within the platform are finished.

- During the activity, if the child comes across the note or microphone visuals on the platform during a coding,

If the robot comes here,   it must melodiously say the name of a friend in the group.

If the robot comes here,   it must form a pattern with 3 different features of a friend in the group. (helpful, smiling, blue-eyed…)

- Evaluation is made by the referee placing a smile on the happy face board.

ROLES of the CHILDREN	The child actively participates the activity, make his/her own decisions.
ROLE of the TEACHER:	- He/she provides materials. - In the 1st stage, he/she explains the rules of the game to the child and distributes the cards. - It strengthens the activity process and cooperation between children.
EXTRA RESOURCES	
Other remarks / Hints for the implementation	**EVALUATION:** - How did you feel when we made patterns with the sounds? - Which rhythm pattern did you like the most? - If you wanted to create a different pattern, what would be the rhythm you would like to add?

	● What else can we use other than rhythm to create a pattern?
References, if any	