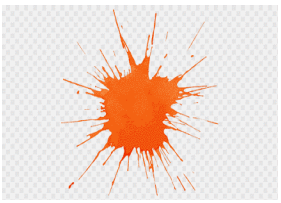
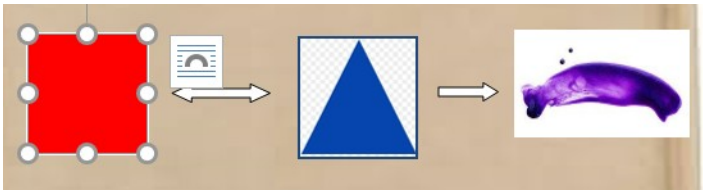
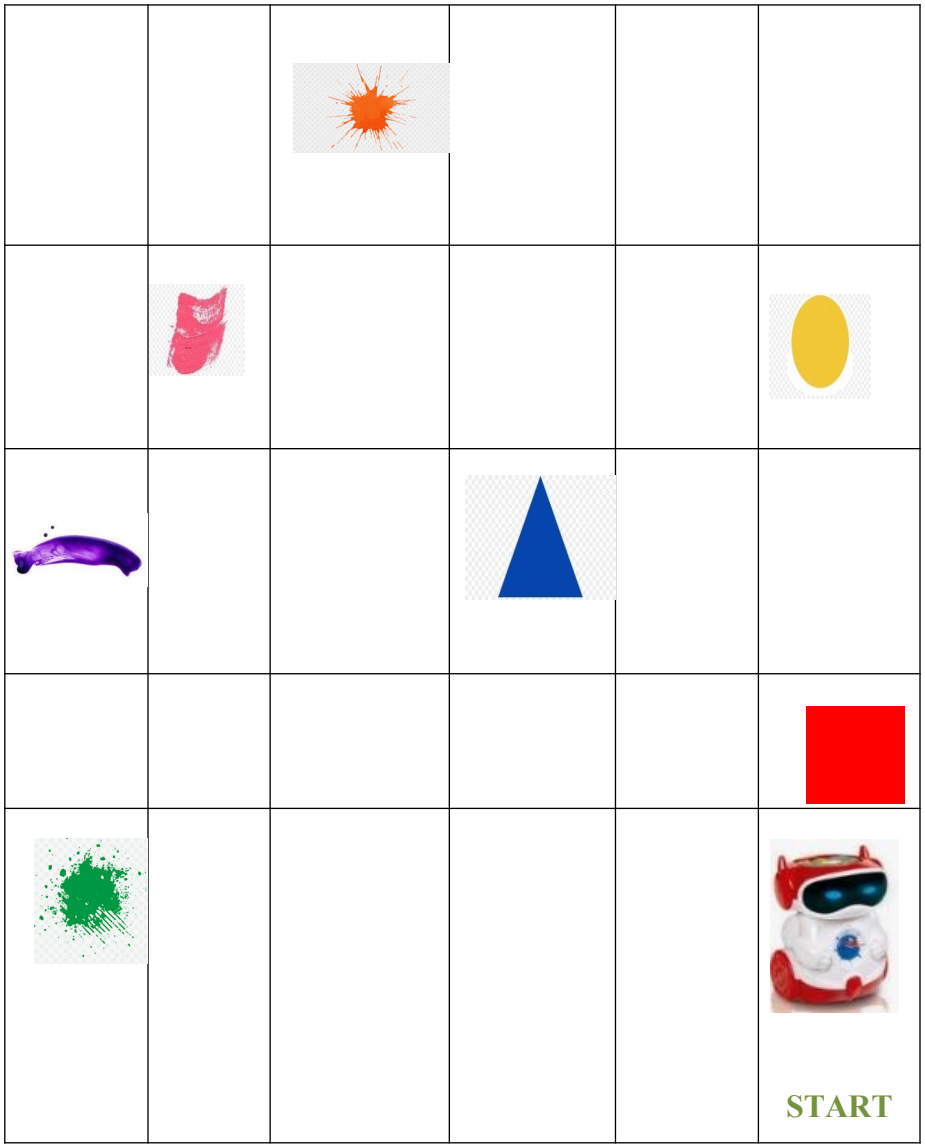
| *Shapes and Colours* | |
|---|---|
| **AGE RANGE** | 3-4 |
| **Activity for...** | Single with robot |
| **Author** | **Özge Cebe Meydaneri,TED Kindergarten,Turkey.** |
| **DURATION / TIMING:** | 20-30 minutes |
| **REQUIRED MATERIALS:** | Board, Geometric Shapes, Color cards, robot and robot platform<br>    <br>**Geometrical shapes**<br>     <br>**Intermediate Color Cards,**<br>  <br>**Robot** |

| | |
|---|---|
| | **The board where the intermediate color cards will be placed**<br>  |
| **PREPARATION OF THE ENVIRONMENT:** | Tables are pre-arranged for the child 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 the child. The child is 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.<br>● 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 child.<br>● The activity begins between child and the teacher one of them will be chief and the other will be player.<br>**Chief (teacher) :**Tells the player to go to the box of geometric shapes and to select 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 (the child):** Goes to the color mixture box and selects the purple color and places it on the board.



- 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. between child and the teacher one of them will be chief and the other will be player.
- The teacher guides the child to find intermediate colors by coding the robot in accordance with their roles.

| | |
|---|---|
| | **Robot Platform**<br>  <br> |
| **ROLES of the CHILDREN** | **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 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. |
| **ROLE of the TEACHER:** | The teacher acts as a chief of the game. He/she does not tell the right or wrong answer, he/she participates in the process with questions to reach the truth. |
| **EXTRA RESOURCES** | |
| **Other remarks / Hints for the implementation** | **EVALUATION**<br>● 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.<br>● Children's ability to apply their roles and cooperation skills in the process are evaluated.<br>● The contribution of the robot to children's collaboration, cooperation, etc. skills is observed. |
| **References, if any** | |