






## Follow the rhythm

<b>AGE RANGE</b>	3-4
<b>Activity for...</b>	single without robot
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<b>DURATION / TIMING:</b>	20-30 minutes.
<b>REQUIRED MATERIALS:</b>	<ul style="list-style-type: none"><li>● 5 pieces of all kinds of picture rhythm cards and 1 piece of pattern cards are prepared. (5 sets of cards with rhythm visuals)</li></ul> <p>Picture Rhythm Cards:</p>  <p>Pattern Cards:</p>  <ul style="list-style-type: none"><li>● A mat of sufficient size for the cards to be placed on top (could be hook and loop board, mat, styrofoam or blackboard).</li></ul> 



- 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:  
cards:



Red Box with Pattern



- Empty table to place happy faces.


**PREPARATION OF  
THE  
ENVIRONMENT:**

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 against the child.
- The cards inside the box are examined so that the child become familiar with the cards. Simple patterns are created with cards.



	<p><b>1st Stage:</b></p> <ul style="list-style-type: none"> <li>● A pattern game with rhythm is played with cards.</li> <li>● Cards with rhythm visuals are given to the child.</li> <li>● The child chooses 5 cards from the visuals.</li> <li>● The teacher selects a pattern card with rhythm visuals from the red box</li> <li>● 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.</li> <li>● When the pattern is finished, the rhythm pattern is animated together.</li> <li>● When the pattern is finished, the rhythm pattern is animated together with the teacher.</li> <li>● After animation, a pattern is created on the hook and loop board.</li> </ul> <p><b>2nd Stage</b></p> <ul style="list-style-type: none"> <li>● After the child gain experience with the previous activities, the teacher distributes the materials to the child.</li> <li>● The teacher tells a pattern by looking at the visuals on the Platform. For example, the pattern of “clapping, tapping the strings, snapping fingers”</li> <li>● The child will find the pattern cards to sort the pattern that the teacher tells. (For example, the teacher told the pattern of 'clapping, tapping the knee, snapping fingers...', the child will find the visuals 'clapping, tapping the knee, snapping fingers...' by repeating 3 times in accordance with the pattern order.)</li> <li>● Evaluation is made by the teacher and the child, they will place a smile on the happy face board.</li> </ul>
<p><b>ROLES of the</b></p>	<p>The child actively participates the activity, make his/her own decisions.</p>



<b>CHILDREN</b>	
<b>ROLE of the TEACHER:</b>	<ul style="list-style-type: none"> <li>● He/she provides materials.</li> <li>● In the 1st stage, he/she explains the rules of the game to the child and distributes the cards.</li> <li>● In the 2nd stage, he/she clarifies the tasks related to each role.</li> <li>● It strengthens the activity process and cooperation between child.</li> </ul>
<b>EXTRA RESOURCES</b>	
<b>Other remarks / Hints for the implementation</b>	<p><b>EVALUATION:</b></p> <ul style="list-style-type: none"> <li>● How did you feel when we made patterns with the sounds?</li> <li>● Which rhythm pattern did you like the most?</li> <li>● If you wanted to create a different pattern, what would be the rhythm you would like to add?</li> <li>● What else can we use other than rhythm to create a pattern?</li> </ul>
<b>References, if any</b>	