



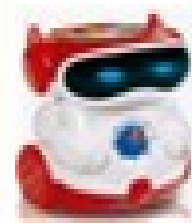


## Keep in mind!

<b>AGE RANGE</b>	5-6
<b>Activity for...</b>	Group with robot
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<b>DURATION / TIMING:</b>	30-40 minutes
<b>REQUIRED MATERIALS:</b>	<p>Playing cards, memory cards, task cards, doc robot and robot platform</p> <p><b>Task cards</b></p>  <p><b>Memory cards (23 pcs)</b></p> 



**Hand cards (2, 3, 4 and 5 can be prepared with pictures. The pictures on the memory cards are used to prepare.)**



**Robot Platform**



<p><b>PREPARATION OF THE ENVIRONMENT:</b></p>	<p>The table where 5 children can move easily, game and memory cards are prepared on the table in advance. The board is hung to draw stars. The robot platform is prepared to be used in the second stage of the activity.</p>
<p><b>DETAILED DESCRIPTION:</b> How the activity is implemented?</p>	<p><b>1st Stage:</b></p> <ul style="list-style-type: none"><li>● The teacher distributes the roles in the game to the children with role necklaces. He/she explains tasks to children. Children manage the game process entirely by their roles.</li><li>● The child in the role of the <b>Scholar</b> arranges 23 memory cards on the table.</li><li>● The child in the role of <b>Director</b> takes one of the hand playing cards and shows it to the <b>Trainer</b>. For example, let's say he/she chose the card with the 5 pictures below.</li></ul> <div data-bbox="518 1262 875 1344" data-label="Image"></div> <p>He/she asks him/her to examine all the pictures.</p> <ul style="list-style-type: none"><li>● The <b>Trainer</b> examines these pictures in order. Then he/she turns over the cards. The <b>Director</b> asks the Trainer to find the same pictures and in the same order from the memory cards below.</li></ul>



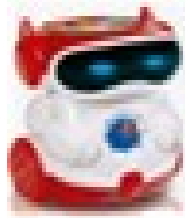
- The **Director** tells the **Trainer** to keep these turned-up pictures in his/her memory.
- The **Trainer** tries to find the pictures in the same order (frog, 2, black rectangle, cat and tent) by guessing the pictures on the card he/she sees among the 23 pictures on the memory card on the table.
- He/she takes the pictures of **frog, 2, black rectangle, cat and tent** that he/she remembers in order and gives them to the **Referee** to check their accuracy.
- The **Referee** checks whether the cards are correct.
- When the **Referee** informs the Coach that it is correct, the coach draws a star on the board.
- If the child has difficulty guessing the cards, he/she is asked to find one of the cards. Afterwards, he/she is guided to find 2 or more cards.

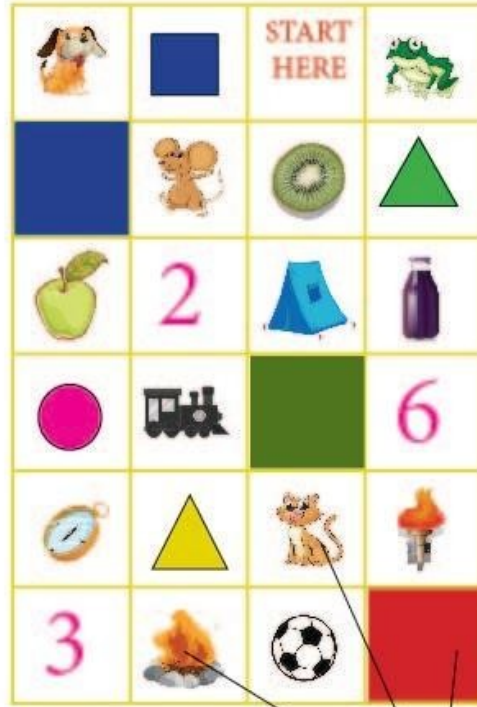
### 2nd Stage:

- The second repetition of the activity is done on the robot and the robot platform. For example;
- In the second stage of the activity, the robot and its platform are prepared on the ground. The **Director** child selects and shows a game card consisting of 5 pictures.



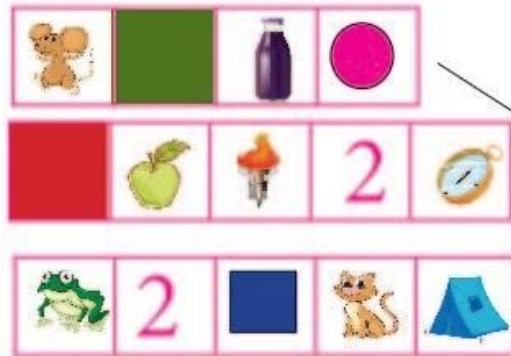
This time, the Trainer codes the robot to collect the pictures on the card in order. For example, he/she codes the robot to go first to the frog, then 2, then the black rectangle, then the cat, then the tent.





Robot matı 4\*6

Resimli Kartlar : matın üzerine yerleştirilecek



Kart Örnekleri  
( Mattaki resimlerin aynısı  
olacak )

**ROLES of the  
CHILDREN**



**Director:** The hand chooses one of the playing cards.



**Trainer:** Among the memory cards on the table, he/she finds the same pictures he/she sees on the game card, in the same order. In the robotic part of the game, he/she codes the robot to collect the pictures on the card.




**Referee:** The Referee checks the correctness of the cards.  
If correct, he/she notifies the group that it is correct.



**Coach:** Draws a star on the board.



	 <p><b>Scholar:</b> Places the memory cards on the table.</p>
<b>ROLE of the TEACHER:</b>	He/she guides the game process. He/she determines the difficulty level of the activity by creating 2, 3 and 4 or more playing cards according to the level of the children.
<b>EXTRA RESOURCES</b>	
<b>Other remarks / Hints for the implementation</b>	<b>EVALUATION:</b> Children are asked how many consecutive pictures they can remember. It is discussed what they pay attention to in order to remember the pictures and when coding the robot.
<b>References, if any</b>	