



<b><i>Name the tree</i></b>	
<b>AGE RANGE</b>	5-6 y. o.
<b>Activity for...</b>	Group with robot
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<b>DURATION / TIMING:</b>	35-40 min.
<b>REQUIRED MATERIALS:</b>	Robot and mat, dice, cards with pictures of trees, leaves and fruits.
<b>PREPARATION OF THE ENVIRONMENT:</b>	Made a mat consisting of 20 boxes. Cards with pictures of trees, leaves and fruits 2 pcs. Dice with images of trees. Cards can be placed on the mat in random order.
<b>DETAILED DESCRIPTION:</b> How the activity is implemented?	<p>The teacher suggests that the children find the leaves and fruits of the trees using a robot. Throw a dice and what tree has fallen, program the robot to go to that tree, then to the tree's leaf, and then to the fruit. The first child starts from the START. Children must name the tree and its fruit.</p> <p>The following child programs the robot from where it stands, throws a mask, and programs the robot to the tree, then to the leaf and fruit.</p> <p>If the „smile“ rolls out, the kid must smile at the friend and skip the walk.</p> <p>After the activity, it is discussed how the children felt while playing, how they managed to cooperate, solve problems.</p>
<b>ROLES of the CHILDREN</b>	<p>Negotiates the actions to be taken in the game.</p> <p>It is your turn to take action.</p> <p>Solves problems.</p> <p>Collaborate to achieve a goal.</p>
<b>ROLE of the TEACHER:</b>	The teacher introduces the name of the tree, its fruits and leaves, asks questions, and explains the game's rules. Monitors children's activities, when children encounter an obstacle, fails to solve a problem, helps,



	explains together with children where the error occurred.
<b>EXTRA RESOURCES</b>	-
<b>Other remarks / Hints for the implementation</b>	This activity can also be performed under other trees.
<b>References, if any</b>	-