



<i>Uppercase and lowercase letters</i>	
AGE RANGE	5-6 y.o.
Activity for...	Group with robot
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DURATION / TIMING:	25-35 min.
REQUIRED MATERIALS:	Robot and mat, question mark card, blue, blue, pink, light pink cards with uppercase, lowercase letters, cards with words.
PREPARATION OF THE ENVIRONMENT:	<p>Cards made in capital letters for the word „THANK YOU“ - blue, in lowercase letters for the word „thank you“ – light blue;</p> <p>„HELLO“ - pink, „hello“-light pink.</p> <p>Each letter is on a different card.</p> <p>Help cards with the words „THANK YOU“, „HELLO“</p> <p>Made a mat consisting of 20 squares (each of them is 15x15 cm). Individual lowercase letter cards (e.g. a č i ū, l a b a s) are distributed randomly on the mat including question card, start card.</p>
DETAILED DESCRIPTION: How the activity is implemented?	<p>Starting with discussion about polite words, the children will clarify how to greet, for example: what they say to friends, adults, when they come to kindergarten, when they meet a person on the street - HELLO.</p> <p>Children say what words express, thank you, what they say when they want to thank - THANK YOU. Express your thoughts when you use this word.</p> <p>Children are invited to view cards with uppercase and lowercase letters, cards with the words THANK YOU, HELLO.</p>



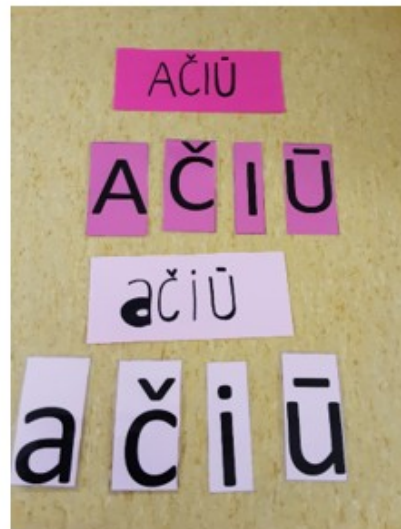
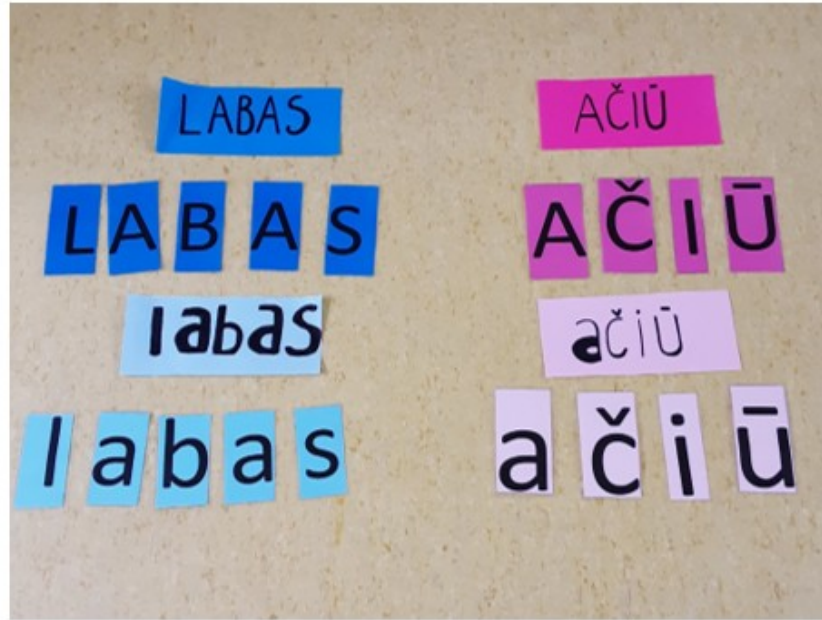
Explains with the teacher how these cards are similar, what is different, compares them, tries to link them by letters. Together with friends, find out that the blue and light - blue cards have the same letters, and the pink and light pink ones have the same letters.

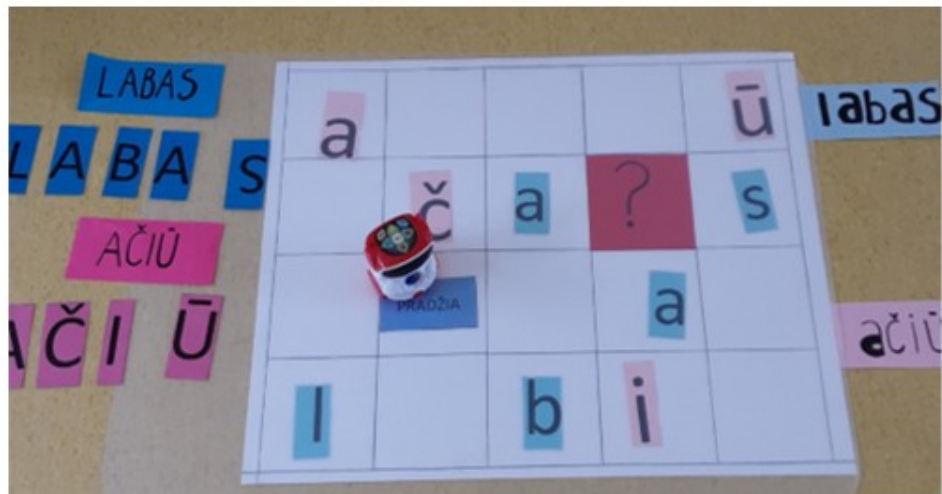
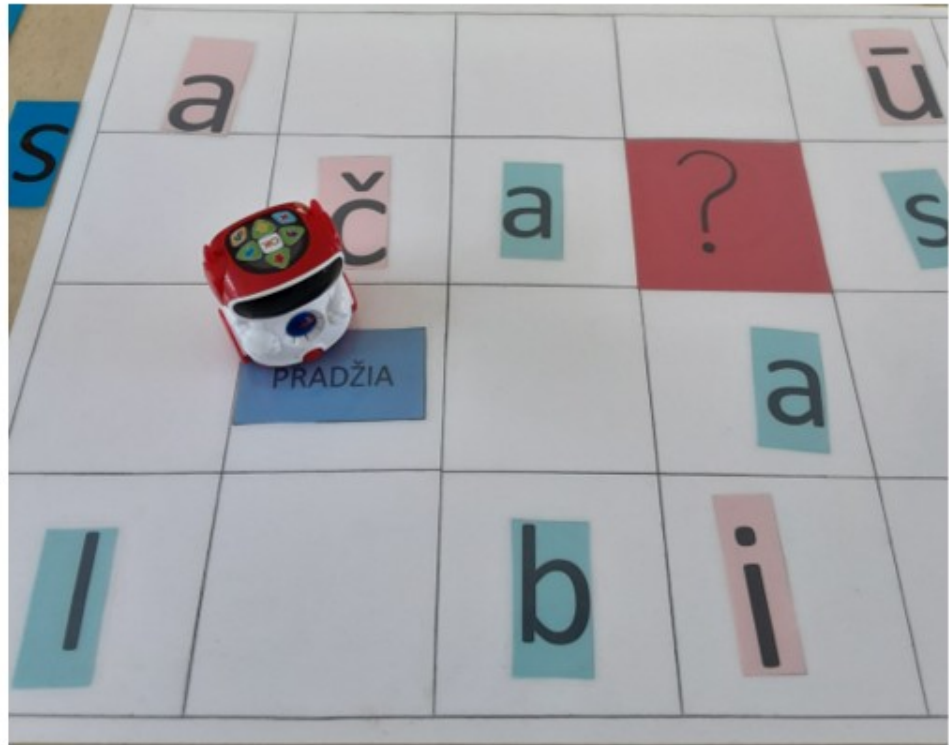
Children look at the tools provided: two sets of uppercase letters, a mat with lowercase letters, a question mark card, a start card.

The children discuss who will be the first to lay out the cards, who will program the robot to check that the word is spelled correctly, advise each other, help.

It is suggested that the children first capitalize the word, check it by opening the help card, and then place the word in lower case on the mat with the help of a robot. The robot starts programming from the start of the card that is placed at any takeoff point. Putting the word together with the help of a robot. The next word is laid out - without the robot in uppercase, with the robot in lowercase. When the robot stands on a card with a question mark, the child who is programming the robot tells the situation, for example, when he uses the word thank you, or thanks a friend for something.

After the activity, it is discussed how the children felt while playing, how they managed to cooperate, share work, solve problems.





ROLES of the CHILDREN

Negotiates the actions in the game.

It is your turn to take action.

Solves problems.



	<p>Collaborates to achieve a goal.</p> <p>Gives help to a friend</p>
ROLE of the TEACHER:	<p>The teacher talks to the children about polite behavior, words that mean politeness. Discusses situations. Introduces cards. Explains the task, rules of activity, Monitors children's activities when children encounter an obstacle, or fail to solve a problem, helps, explains together with children where the error occurred.</p>
EXTRA RESOURCES	-
Other remarks / Hints for the implementation	<p>The colors on which the letters will appear can be chosen by the teacher independently. It is important that the upper and lower case cards have similar shades to make it easier for children to</p>
References, if any	-