PEARLEmotional Empathic Proximal Learning Educational Environment 2018-1-FT02-KA201-048515



Clock Clock!		
AGE RANGE	5-6	
Activity for	Group without robot	
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DURATION / TIMING:	30-40 minutes	
REQUIRED MATERIALS:	 Cards showing digital and analog clocks 11 12 1 2 10 11 12 1 2 10 11 12 1 2 10 11 12 1 2 10 11 12 1 2 10 10 11 12 1 2 10 10 11 12 1 2 10 10 10 10 10 10 10 10 10 10 10 10 10	
	• A hook and loop board for placing cards A hook and loop board for placing cards	



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	• Necklaces prepared to distribute roles to children
PREPARATION OF THE ENVIRONMENT:	Teacher prepares digital and analog clocks cards.
DETAILED DESCRIPTION: How the activity is implemented?	 1st Stage: The teacher stands against the group of 5 people. Simple games are played for children to recognize the cards. The cards showing the digital clocks are distributed face down to the children first. Children examine their cards and show the clocks in order. The child who has the card showing 1 o'clock in his/her hand raises the card and shows the card by saying 1 o'clock aloud. Then the child, who has the card showing 2 o'clock, raises the card and says 2 o'clock. The game continues in this way until all clocks are shown. After the digital clocks are shown, the cards showing the analog clocks are distributed and the clocks are recognized by showing the cards in order as played in digital clocks. 2nd Stage: The teacher takes cards showing the analog clocks and chooses a card from the deck. For example, the teacher takes the card showing 10 o'clock among the clocks. Children have cards in their hands showing digital clocks. Two children must come together to find the digital clocks that show 10 o'clock. Children with 10:00 and 22:00 in hand.



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	10:00 10:00 10:00
ROLES of the CHILDREN	Speaker: The person who will show the analog clocks and tell you what time it is. Director: The person who maintains order and allows children to fulfill their roles, avoiding fights. Coach: The person who decides who answers. Referee: The person who checks whether the selected cards are correct and sticks smiley faces on the evaluation board. Player: The person who tells if there are different digital clocks showing the selected time.
ROLE of the TEACHER:	He/she provides materials, explains and clarifies incomprehensible points, distributes roles, clarifies the tasks associated with each role, strengthens the process carried out and cooperation between children.
EXTRA RESOURCES Other remarks / Hints for the implementation	EVALUATION ■ What would you like to change at the activity?



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	• What are the differences between digital and analog clocks?
	• Why do we use clocks?
	• What clocks do you use at home?
	• What other tools do we use to measure time?
	• What would happen if there was no clock?
References, if any	