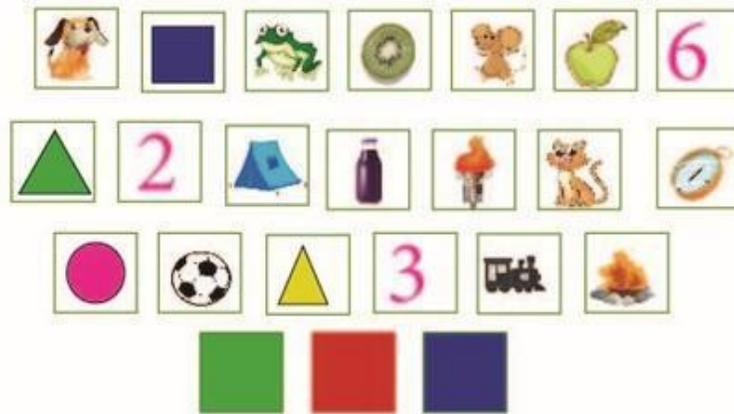




<b>Title of the activity</b>	
<b>AGE RANGE</b>	5-6
<b>Activity for...</b>	Group without robot
<b>Author</b>	<b>Meral Gül,Hatice Sağlamer Kindergarten,Turkey.</b>
<b>DURATION / TIMING:</b>	30-40 minutes
<b>REQUIRED MATERIALS:</b>	<p>Playing cards, memory cards, task cards</p> <p style="text-align: center;"><b>Task cards</b></p> <div style="text-align: center;"> </div> <p style="text-align: center;"><b>Memory cards (23 pcs)</b></p> <div style="text-align: center;"> </div>



	<p><b>Hand cards (2, 3, 4 and 5 can be prepared with pictures. The pictures on the memory cards are used to prepare.)</b></p>
<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.</p>
<p><b>DETAILED DESCRIPTION:</b> How the activity is implemented?</p>	<ul style="list-style-type: none"> <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="516 1150 878 1236" 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.

**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.



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



	<div data-bbox="544 365 761 585" data-label="Image"> </div> <p data-bbox="808 552 1247 583"><b>Coach:</b> Places a star on the board.</p> <div data-bbox="544 737 761 957" data-label="Image"> </div> <p data-bbox="784 938 1269 1031"><b>Sc</b> Places the memory cards on the table.</p>
<p><b>ROLE of the TEACHER:</b></p>	<p>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.</p>
<p><b>EXTRA RESOURCES</b></p>	
<p><b>Other remarks / Hints for the implementation</b></p>	<p><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.</p>
<p><b>References, if any</b></p>	