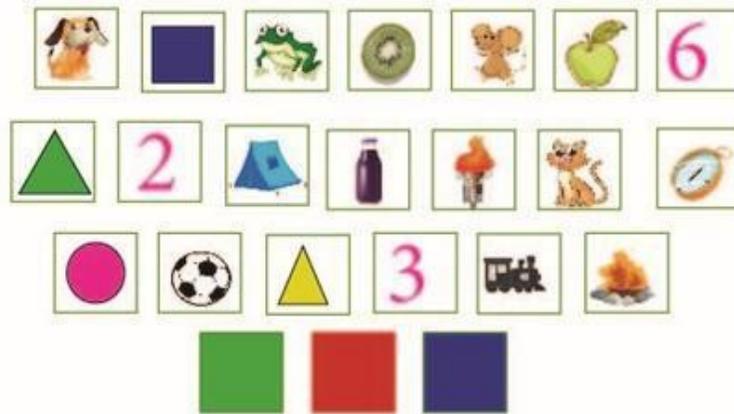




Title of the activity	
AGE RANGE	5-6
Activity for...	Group without robot
Author	Meral Gül,Hatice Sağlamer Kindergarten,Turkey.
DURATION / TIMING:	30-40 minutes
REQUIRED MATERIALS:	<p>Playing cards, memory cards, task cards</p> <p style="text-align: center;">Task cards</p> <div style="text-align: center;">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



	<p>Hand cards (2, 3, 4 and 5 can be prepared with pictures. The pictures on the memory cards are used to prepare.)</p>
<p>PREPARATION OF THE ENVIRONMENT:</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>DETAILED DESCRIPTION: How the activity is implemented?</p>	<ul style="list-style-type: none"> ● The child in the role of the Scholar arranges 23 memory cards on the table. ● The child in the role of Director takes one of the hand playing cards and shows it to the Trainer. For example, let's say he/she chose the card with the 5 pictures below <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"> ● The Trainer examines these pictures in order. Then he/she turns over the cards. The Director asks the Trainer to find the same pictures and in the same order from the memory cards below.



- 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">Coach: 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">Sc Places the memory cards on the table.</p>
<p data-bbox="224 1192 418 1262">ROLE of the TEACHER:</p>	<p data-bbox="516 1146 1455 1287">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 data-bbox="152 1339 469 1371">EXTRA RESOURCES</p>	
<p data-bbox="159 1423 462 1528">Other remarks / Hints for the implementation</p>	<p data-bbox="516 1388 1435 1528">EVALUATION: 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 data-bbox="191 1581 430 1612">References, if any</p>	