



Symmetry of the butterfly

AGE RANGE

5-6

Activity for...

Group /without robot

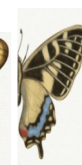
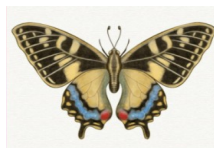
Author

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**DURATION /
TIMING:**

30-40 minutes

Symmetry cards consisting of butterfly wings and full butterfly images required for the activity.



- A mat of sufficient size for the cards to be placed on top (could be mat, styrofoam or blackboard).

**REQUIRED
MATERIALS:**

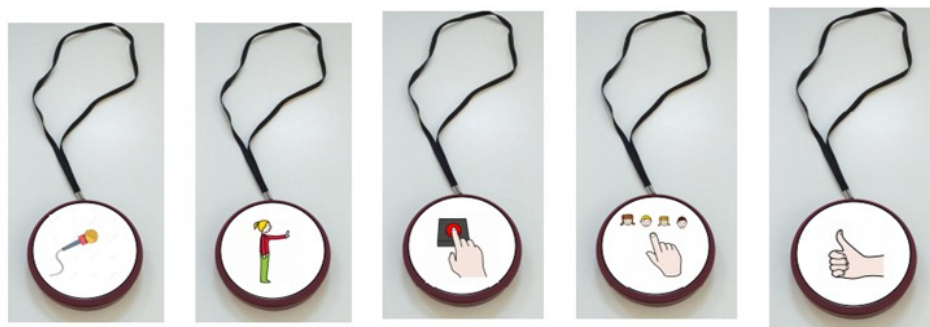




- An empty board for placing picture cards.







- Necklaces prepared for distributing roles to children.



- Card box for placing event cards.

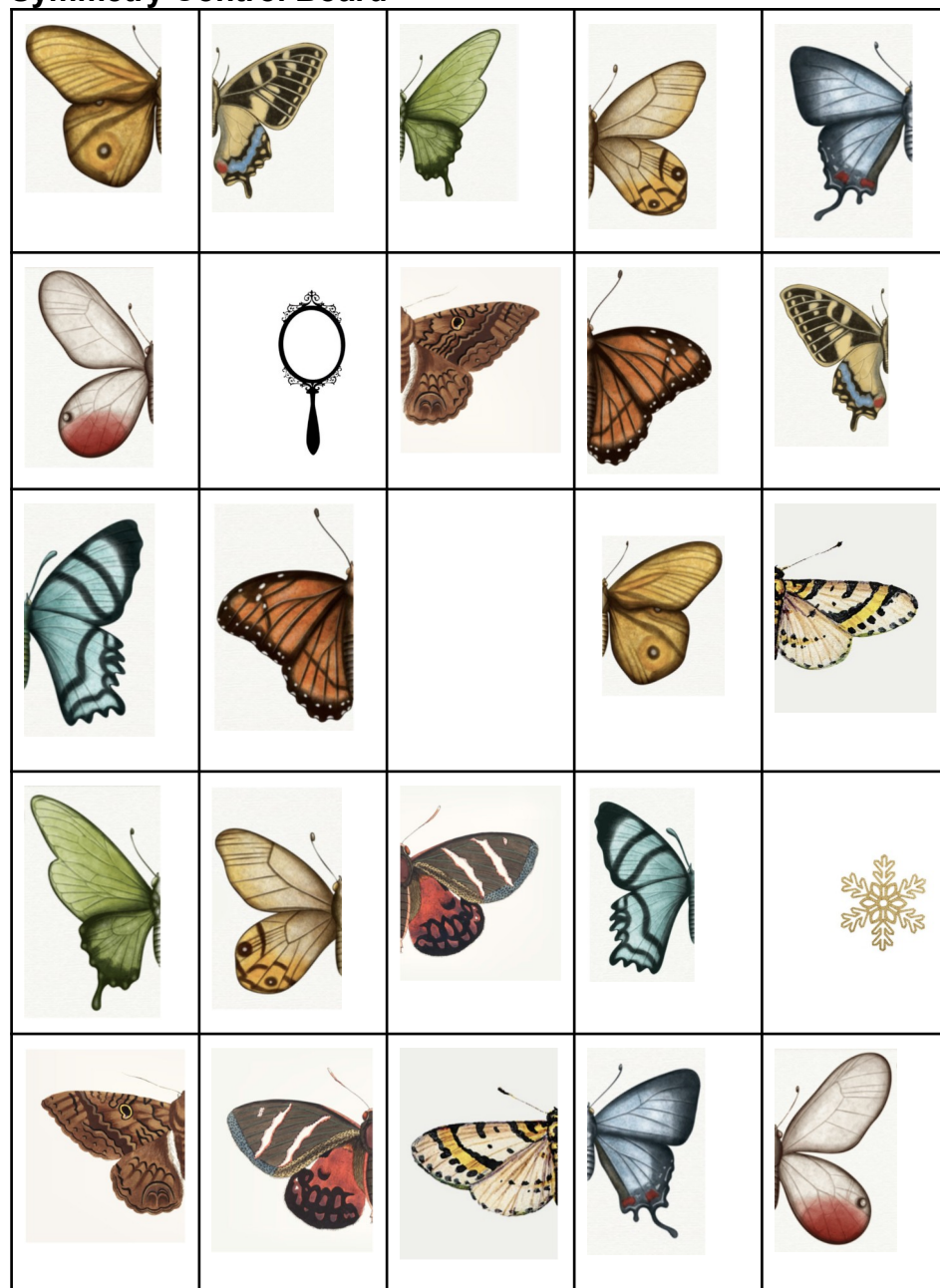


● Evaluation Board







Symmetry Control Board



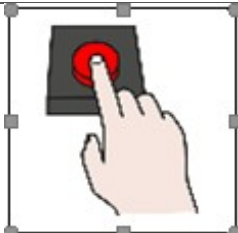


<p>PREPARATION OF THE ENVIRONMENT:</p>	<p>Children should be in an empty space suitable for the activity environment outside the classroom under the guidance of the teacher.</p>
<p>DETAILED DESCRIPTION: How the activity is implemented?</p>	<ul style="list-style-type: none"> ● * The teacher stands against the group of 5 people. ● In order for children to recognize the cards, the butterfly cards inside the box are examined. <p>1st Stage:</p> <ul style="list-style-type: none"> ● Inside the box, there are symmetry cards created with butterfly wings. ● Symmetry cards with butterfly wings are distributed to children. Each card contains a half wing visual of a butterfly. ● The teacher chooses 1 butterfly card from the deck with the full butterfly visual in his/her hand. ● Whichever children have the symmetrical cards of the butterfly card shown by the teacher, the children try to put together the symmetry visuals of the butterfly by saying "I have it". ● Matched cards are placed on the board and checked for correctness. ● The game continues until the teacher has no cards left. <p>2nd Stage</p> <ul style="list-style-type: none"> ● After the children gain experience with the previous activities, the teacher distributes the materials to the children to give the roles. Accordingly, children enter the roles of coach, referee, director, speaker and player. Children start and continue game according to their roles. ● The Speaker chooses a card from the box and says which butterfly card should have symmetry. ● The Player is the person who will find the symmetry card chosen by the speaker. ● The Coach chooses a child in the group and this child places the



	<p>symmetry card chosen by the player on the board.</p> <ul style="list-style-type: none"> ● The <u>Referee</u> will be the person who will say whether the selected cards (cards on the board) are correct or if the group needs to reconsider the choices. ● The <u>Director</u> will make sure everyone is doing their part and maintain order. ● Evaluation is made by the referee placing a smile on the happy face board.
ROLES of the CHILDREN	<ul style="list-style-type: none"> ● Speaker  ● Director  ● Coach  ● Referee 



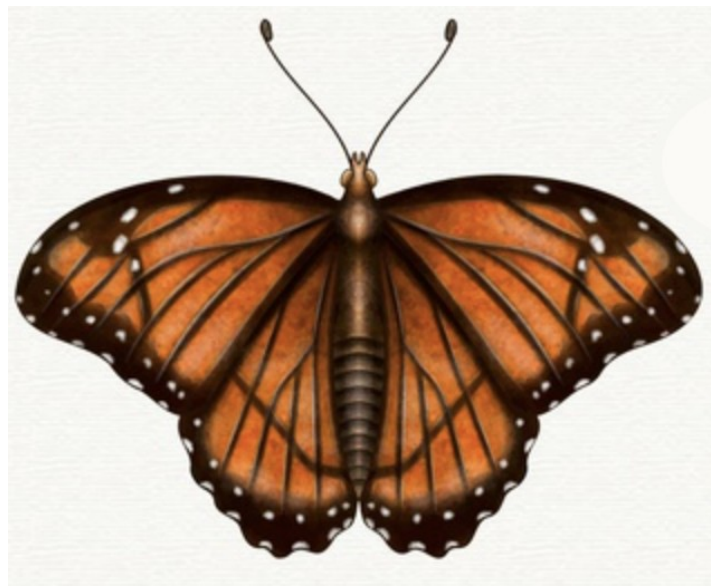
	<ul style="list-style-type: none"> ● Player 
ROLE of the TEACHER:	The teacher guides the child, and give proper feedbacks.
EXTRA RESOURCES	
Other remarks / Hints for the implementation	
References, if any	



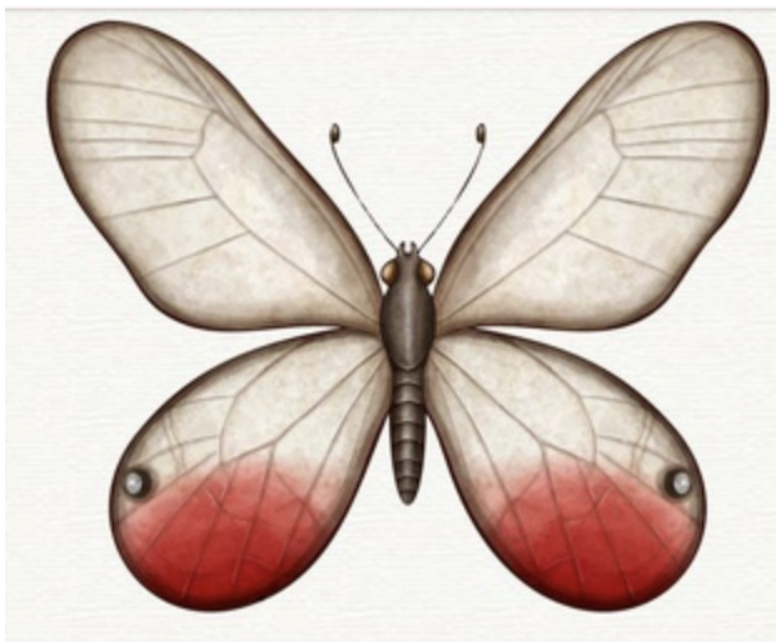
REQUIRED MATERIALS

Control Deck of Butterflies with Symmetry













Visuals to be placed on the platform and in the Box (print out in 2 sets).





