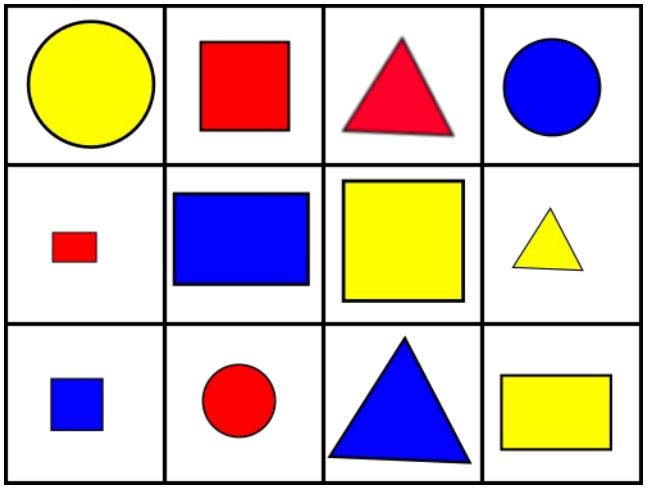
<table>
<tr><th colspan="2">Title of the activity: Classification of geometric figures</th></tr>
<tr><td>AGE RANGE</td><td>5/6</td></tr>
<tr><td>Activity for...</td><td>Group of children without educational robotics (5 members)</td></tr>
<tr><td>Author</td><td></td></tr>
<tr><td>DURATION / TIMING:</td><td>2 hours</td></tr>
<tr><td>REQUIRED MATERIALS:</td><td>

Geometric shapes of different sizes and colours in wood or other material
Coloured sheets to draw and cut out geometric shapes
Scissors and glue
Tables / cards for pasting the shapes during the activity

<table>
<tr><td rowspan="3">(reference figure)</td><td>(figures similar in shape)</td></tr>
<tr><td>(similar figures by colour)</td></tr>
<tr><td>(figures similar in size)</td></tr>
</table>

Display board with the geometric figures drawn on.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<tr><td>PREPARATION OF THE ENVIRONMENT:</td><td>The teacher introduces the geometric shapes, enhances children’s familiarity with the characteristics of each shape, stimulates reflection on the general characteristics of objects: shape, colour, size. Children are</td></tr>
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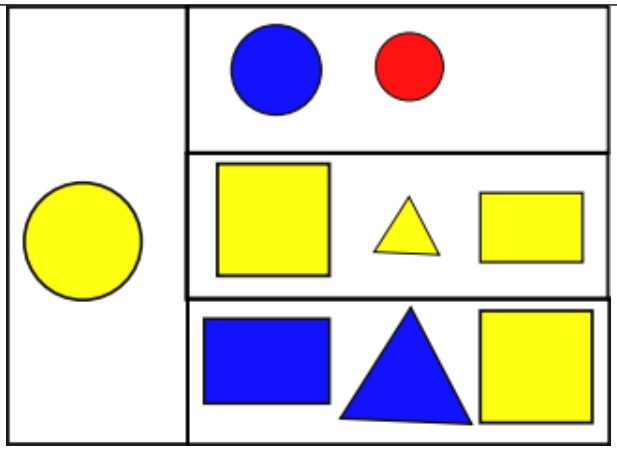
	invited to identify all the characteristics of the presented forms. For example: Triangle - large - yellow; Circle - medium - purple; Square - small - red; etc. The child is given scissors and coloured sheets from which to cut out a series of geometric figures (the same ones shown in the game board) that he/she will use as cards to complete the table. This first activity can be carried out on the desk, in the classroom.
DETAILED DESCRIPTION: How the activity is implemented?	The children have the poster on which the geometric figures are drawn in front of them. The teacher explains that they must group together the figures that have a common feature (shape, colour, size). One child in the group chooses a figure from the poster and sticks it to the card as a reference figure. Each child takes turns indicating a shape that shares a characteristic and pastes it into the summary sheet. The activity continues until the group identifies all the categorizations. For example: the child chooses the large yellow circle. The other children will have to group: - all circles; - all yellow figures; - all large figures. Example of the summary sheet:

	
ROLES of the CHILDREN	- Prepare the figures of the game (fine dexterity) - Identify the characteristics of the figures of the game - Choose the figure to start with - Classify the figures - Knowing how to orientate themselves in the table - Respect the shifts and choices of others - Find a common strategy - Fill in the summary sheet
ROLE of the TEACHER:	- Introduce the elements of the classification of the characteristics of the figures - Facilitate activities
EXTRA RESOURCES	
Other remarks / Hints for the implementation	
References, if any	