

PEARLEmotional Empathic Proximal Learning Educational Environment 2018-1-1702-KA201-048515



Counting Fruits							
AGE RANGE	5-6						
Activity for	Single without robot						
Author	Ece Gürcan- Sena İşsever,TED Kindergarten,Turkey.						
DURATION / TIMING:	20-30 minutes minutes						
REQUIRED MATERIALS:	Fruit Cards, Number cards, A mat of sufficient size for the cards to be placed on top, Robot Doc, A floor prepared according to Robot Doc at the Activity.(Material pictures are attached).						
PREPARATION OF THE ENVIRONMENT:	The teacher prepares the activity on a flat surface.						
DETAILED DESCRIPTION: How the activity is implemented?	 The teacher puts the fruit cards that they will use in the activity on the mat. The child chooses two identical fruit cards from the pouch given by the teacher. For example, let the child choose apple cards. By placing these cards side by side, the apples on the two cards are counted. 						



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- The child counts the apples on both cards above. He/she tells whether the apple is increased or decreased on the 2nd card. Such as "There are 4 apples on the 1st card. There are 8 apples on the 2nd card. The apples have increased on the 3rd card.".
- If it is less, it is asked to say and write how many fruits are missing and if the fruits are increased, how many fruits are increased. For example, 4 apples are increased in the 2nd card above.
- After this stage, the child has to find the number (4) among the number cards.

 4

 5
 7
 17
 12
 14
 9

2nd Stage

• In Stage 2 of the activity, the robot platform is laid down. Child is guided to code Robot Doc to reach the number 4 on the activity mat.



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	Robot Platform						
	1		5	15	17		
	13			11			
			START		3		
	4				7		
	20		9		12		
ROLES of the CHILDREN	Choosing a card from the pouch and coding the Robot Doc by adding or						



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	subtracting according to the and				
	subtracting according to the card.				
ROLE of the TEACHER:	Introduces the activity and guides students to the next stage.				
EXTRA RESOURCES					
Other remarks / Hints for the implementation	EVALUATION is done together with the child in the form of a game. Child is shown a number card. For example, a card with 1 written on it is shown. 1 • They are asked with which fruit card they can reach the number 1. The fruits on all cards are examined. • Child is guided to find the specified number by working with cards. The teacher guides the process of deciding which cards to work with in order for the child to determine the number her/him self and reach this number.				
References, if any					
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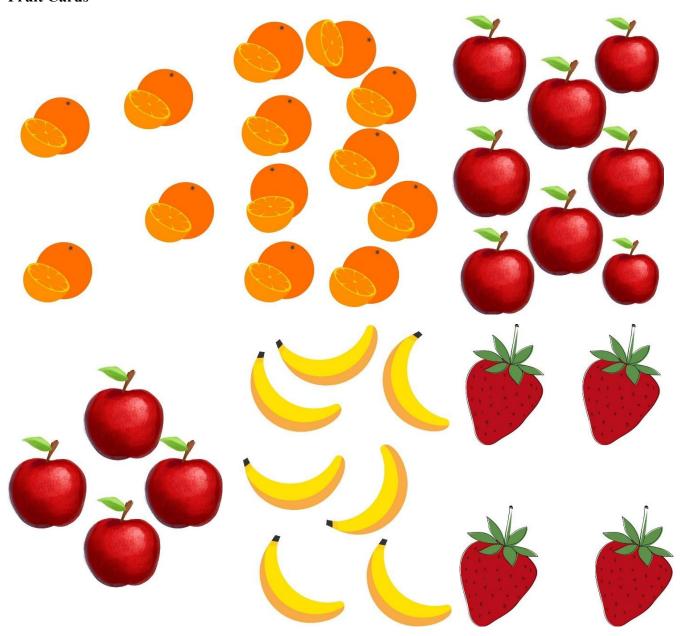
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ANNEX:

MATERIALS

Fruit Cards

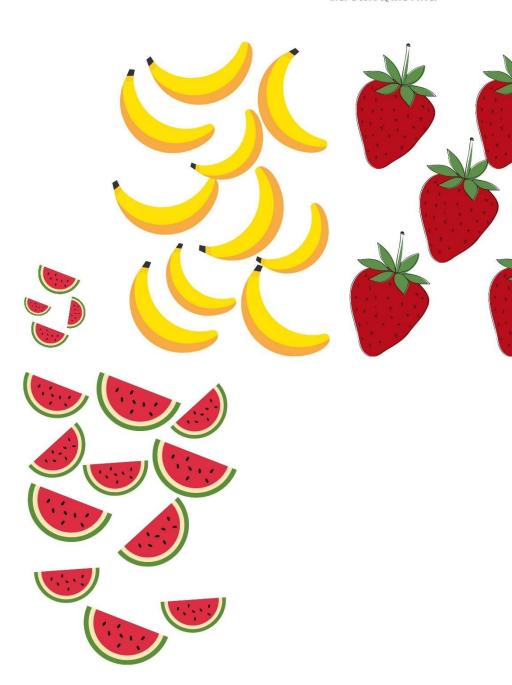




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1	5	15	17
13		11	
	START		3
4			7
20	9		12

Robot Platform