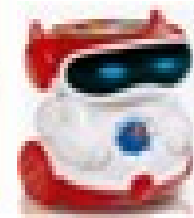




Keep in mind!

AGE RANGE	5-6
Activity for...	Single with robot
Author	Meral Gül,Hatice Sağlamer Kindergarten,Turkey.
DURATION / TIMING:	20-30 minutes
REQUIRED MATERIALS:	<p>Playing cards, memory cards, doc robot and robot platform</p> <p>Memory cards (23 pcs)</p> <p>Hand cards (2, 3, 4 and 5 can be prepared with pictures. The pictures on the memory cards are used to prepare.)</p>



Robot Platform

PREPARATION OF THE ENVIRONMENT:

The table game and memory cards are prepared on the table in advance. The board is hung to draw stars. The robot platform is prepared to be used in the second stage of the activity.

DETAILED DESCRIPTION:

How the activity is implemented?

1st Stage:

- The teacher arranges 23 memory cards on the table.
- The teacher takes one of the hand playing cards and shows it to the child. For example, let's say he/she chose the card with the 5 pictures below.



He/she asks the child to examine all the pictures.

- The child examines these pictures in order. Then he/she turns over the cards. The teacher asks the child to find the same pictures and in the same order from the memory cards below.



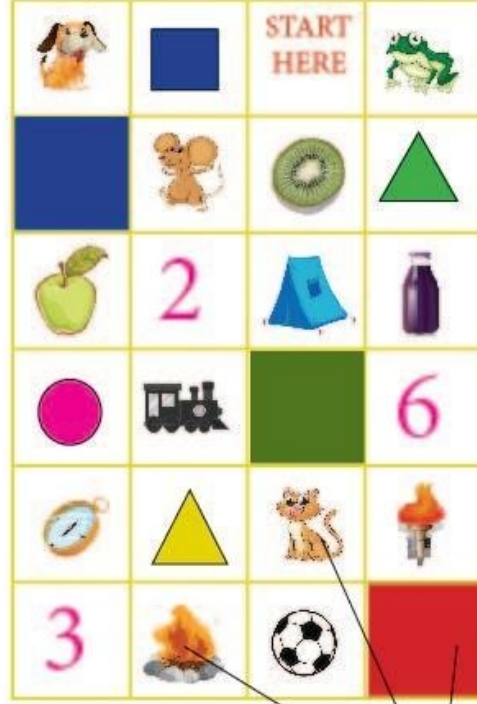
2nd Stage:

- The second repetition of the activity is done on the robot and the robot platform. For example;
- In the second stage of the activity, the robot and its platform are prepared on the ground. The teacher selects and shows a game card consisting of 5 pictures.



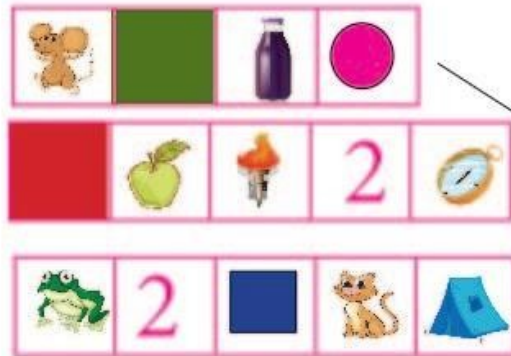
This time, the child codes the robot to collect the pictures on the card in order. For example, he/she codes the robot to go first to the frog, then 2, then the black rectangle, then the cat, then the tent.





Robot matı 4*6

Resimli Kartlar : matın üzerine yerleştirilecek



Kart Örnekleri
(Mattaki resimlerin aynısı
olacak)



ROLES of the CHILDREN	Child actively participates to the activity, follow instruction and the feedback of the teacher.
ROLE of the TEACHER:	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 child.
EXTRA RESOURCES	
Other remarks / Hints for the implementation	EVALUATION: Child is asked how many consecutive pictures they can remember. It is discussed what they pay attention to in order to remember the pictures and when coding the robot.
References, if any	