



Spring Flowers	
AGE RANGE	5-6 y.o.
Activity for...	Single child with robot
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DURATION / TIMING:	35-40 min.
REQUIRED MATERIALS:	Robot and mat (Photos with a plant ring, whole plant (roots, stem, leaves, flowers), cards with the name of the plant in capital letters), dice, set of 4 different colored arrows.
PREPARATION OF THE ENVIRONMENT:	Made a mat consisting of 20 squares (each of them is 15x15 cm). The mat boxes show photos with a plant ring, the whole plant (roots, stem, leaves, flowers), cards with the plant name in capital letters, plant pictures arranged in random order, a set of coloured arrows.
DETAILED DESCRIPTION: How the activity is implemented?	<p>The child watches the movie "Spring Flowers", answers the following questions: What flowers did you see? Where do they grow? What colour are their rings? What are the names of plants that grow in the meadow? What are the plants whose tea we treat sick?</p> <p>Select one card with a photo of the plant. Named the plant. Going to the nursery yard to look for the same grows lo. When he finds it, he picks up its ring or leaflet. With the find, he returns to the kindergarten terrace. Tells you where you found the plant, how it looks.</p> <p>Inspect the mat. Tells what kind of plant photos you see in it; what else do you see besides plant photos? Lists the letters you see, tries to read the word. Wonders which plant's picture fits the name he read (if he can't read, he will try to decide which plant the name fits by saying the name of the plant and the first letter of the word)</p> <p>The teacher suggests using a robot to find a photo of the same plant found in the nursery meadow on the mat, and later its name. The child decides for himself from which take-off point the robot's journey will begin. You will</p>



be prompted to first use the arrows to find the required field on the mat, then program the robot.



ROLES of the CHILDREN

Negotiates the actions to be taken in the game.
It is your turn to take action.
Solves problems.
Collaborate to achieve a goal.

ROLE of the TEACHER:

The teacher turns on the video, asks questions, explains the rules of the game. Monitors children's activities, when children face difficulties, fail to solve a problem independently or with the help of friends, helps, explains



	together with children where the error occurred.
EXTRA RESOURCES	-
Other remarks / Hints for the implementation	This activity can be done by introducing fruits, vegetables, mushrooms, trees. Pictures, name cards will change.
References, if any	-