# **PEAKL**Emotional Empathic Proximal Learning Educational Environment 2018-1-1702-48201-048515



Keep in mind!	
GE RANGE	5-6
Activity for	Single without robot
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OURATION / TIMING:	20-30 minutes
REQUIRED MATERIALS:	Playing cards, memory cards,
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	<b>2 4 6 6 8</b>
	Memory cards (23 pcs)
	<b>*</b> • 6
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Hand cards (2, 3, 4 and 5 can be prepared with pictures. The pictures on the memory cards are used to prepare.)

# PREPARATION OF THE ENVIRONMENT:

The table where 5 children can move easily, game and memory cards are prepared on the table in advance. The board is hung to draw stars.

### 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.



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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	<b>EVALUATION</b> : Child is asked how many consecutive pictures they can remember. It is discussed what they pay attention to in order to remember the pictures.
References, if any	