

56. Activity title: „Animal World“

Activity type: Game "Centipede".

Purpose:

The child reinforces knowledge about the representatives of the animal world, consolidates the skills of counting, makes simple logical connections, learns communication and the ability to act together.

Participants: group of children

Level: 3-7 year old

Materials:

Time: 15-30 minutes

Activity description and instructions, rules, comments:

The host of the game calls any animal, bird, or insect. The players form such a group so that the number of legs in the group coincides with the number of legs of the named object. For example: a bird and a person have 2 legs, an animal has 4 legs, an insect has 6 legs, and a spider has 8 legs. If the presenter shouts "Fox", the children get up in pairs and try to walk like a fox (sneaking).

Instructions, rules: If small children are playing, then the number of legs that they have can tell to the name of a living object. The facilitator may ask the children to also make a centipede.

Teacher: Svetlana Polkovnikova, kindergarten Tareke, Estonia

References: Sources: www.mll.fi/vanhempainnetti/leikkinurkka/ From Finnish to Estonian translation E.Külmallik.

Kindergarten Tareke, Estonia

57. Activity title: „The World“

Activity type: The game "Ant - ant - fly".

Purpose:

The child expands vocabulary on the theme “world around” (these can be birds, insects, trees, animals, etc.), develops memory and attention, learns to cohesive play.

Participants: group of children

Level: 3-7 year old

Materials:

Time: 15-30 minutes

Activity description and instructions, rules, comments:

The players are standing or sitting in a circle. The host of the game agrees with the children who or what they will call (for example: insects). The host of the game slaps himself twice on the knees and at the same time says eg. "Ant - ant", then turns to the neighbor to the right, claps once with two hands on the neighbor's hands on the right and adds the word eg. "fly". The next one slaps his knees and says "fly - fly" adds a new name for an insect, once his neighbor slaps hands, saying eg. "Ladybug", etc. The game ends when all children lose.

Instructions, rules: Before the game, you should agree on whether it will be possible to repeat the names or whether the children can suggest if the new name is not invented (the age of the children should be taken into account).

Teacher: Svetlana Polkovnikova, kindergarten Tareke, Estonia

References: Sources: Mänd, M. Mängides õpime ja õpetame Tea ja Toimeta nr 35 Ilo 2008
Kohandanud E.Sepper, E.Külmallik

58. Activity title: „The World“

Activity type: game "Flowers"

Purpose:

to consolidate the names of colors, develop motor activity, attention, dexterity.

Participants: group of children

Level: 3-7 year old

Materials:

Time: 15-30 minutes

Activity description and instructions, rules, comments:

Each player chooses a name for himself, a flower. Several children cannot have the same name by lot, the selected flower, such as a rose, starts the game. She calls any flower, for example poppy. Mack runs, and the rose is catching up with him. When Maca is in danger of being caught, he calls a flower in the game. Runs named flower. Caught changes its name and re-enters the game. The winner is the one who has never been caught.

Instructions: Players may be called flowers, beasts, fish, birds. Each time, the teacher before the game tells the children about different colors, fish, beasts, birds.

59. Activity title: „Animal World“

Activity type: Didactic game "Who eats what?"

Purpose:

The game helps children to consolidate knowledge about different types of animal nutrition (insects, amphibians, birds, animals) in nature.

Participants: group of children

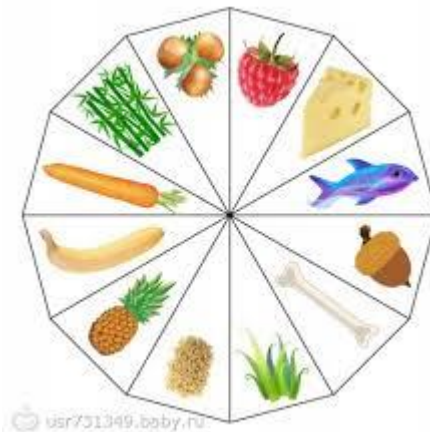
Level: 3-7 year old

Materials: a tablet on which in a circle placed different types of food for various animals. In its center the driving arrow is strengthened, cards with illustrations of necessary animals are placed on the reverse side of the envelope.

Time: 15-30 minutes

Activity description and instructions, rules, comments:

Alternately, according to the riddle, the teachers find the corresponding picture of the animal and use the arrow to indicate the type of food it feeds on. For the correct answer - chip. The one who has more chips by the end of the game wins.





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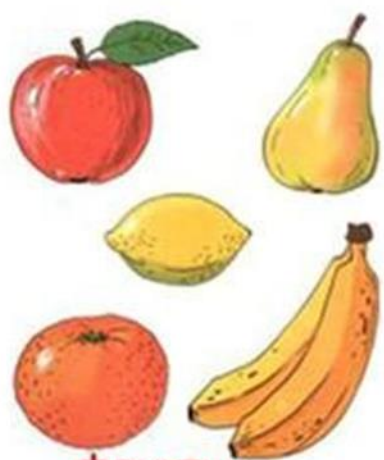




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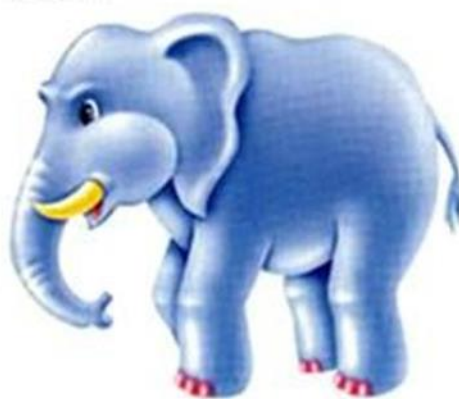


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60. Activity title: „Wildlife“

Activity type: Didactic game "Winter stocks"

Purpose: The game helps children to consolidate knowledge about the inhabitants of the forest, their way of life. It forms the ability of children to correctly differentiate the food of animals. Teaches the actions of analysis and synthesis, the ability to select parts of the whole, from parts to form a whole.

Participants: group of children

Level: 3-7 year old

Materials:

The image of forest animals, various food and forest gifts, split images of food and products.

Time: 15-30 minutes

Activity description and instructions, rules, comments:

Each child chooses the animal, which he would like to help prepare stock for the winter.

The teacher says:

- Nature in the fall is very good: it bestows not only people, but also all living things - in forests, fields, in all corners. But the animals know that after a generous fall a harsh winter will come, will bring frosts and snow that will cover the ground. Let's guys help them get ready for winter. Which forest dwellers do you know? Which of them makes stocks for the winter? Which of them would you like to help? (children speak out.)

The teacher introduces children to the rules of the game and the task.

Tasks

1. Consider the place where you can arrange the food storage for the winter (some animals have a warehouse in the mink, others have it in the hollow, others bury it in dry leaves, tree roots, etc.).
2. Choose from the proposed food only what the animal loves.
3. Place with your animal food stocks for the winter.

Children help their animals to prepare stocks for the winter.

Who has well helped his little animal, has the right to do one more good deed. A good deed is that the child is given the opportunity to help his friend or another animal.

For each performed good deed, the child receives a card.

At the end of the game summarizes. Wins the child who quickly and correctly helped his little animal and was able to score more cards.

