

Helping grandparents at the countryside

ULBS

Scenario title/name of the game: Helping grandparents in the countryside

Children’s age (primary school students):6-7 years old

Time needed:15 minutes

Content/Subject: Numbers (recognizing numbers and associating a set)

Aim of the activity:Develop a fundamental understanding of quantity and operation estimation

# Introduction

In this game, students determine numbers by associating them with a lot of elements. The animals in the game are to be chosen depending on the chosen number.

## Resources:

Programmable robot or a toy: the robot is a small and programmable robot that moves in different directions and distances.

Cards: different domestic animals and birds, a figure with a boy (Dan, the nephew) and other cards with different other countryside objects

Accessories: colorized scotch to make the table on the floor or a map divided in 15 cm squares or a map made of carton

# A detailed description of the scenario

At my grandparents' country house, there are many animals and birds! In the evening they all go to bed together. Dan, the nephew, has to check that all the animals and birds are in their cottage ready for bed. He knows how many of each there are, but he has to count if they are all there (to associate the number with the number of animals).

# Steps

1. Students name the animals and count how many there are.
2. Students make a mental map of the road to collect the animals.
3. Then they program the robot (or put the arrows in the right order).
4. The first child picks a card with a number. For example, number 2. The student looks on the map and decides what animals, all together, are in total 2. For example, there may be 2 cows. To get to the 2 cows, the robot has to be programmed. The student verbalizes the steps the robot has to make in order to collect the two cows.
5. Another child picks the card with another number. For example, the number 1. The student looks for an animal that is unique. Then programs the robot to go to that animal.
6. The game continues until all animals are taken to rest.

# Tips and tricks for the teacher

Give instructions at the beginning of the game!

Encourage children to speak out loud when they think!

Larger numbers can be considered. This will make the game longer, so be carful to take enough time.

Let children make mistakes. Trying again and discovering the error is part of the game!

Add in more animals and complicate the game.

Play the game in teams to add competition, if you aim to increase the speed of solving the tasks!

# scenario implementation and other resources

* Maps, arrows, other materials especially created for this scenario.
* There are 5 cards with the number 1, 2, 3, 4, 5 corresponding to each animal.
* Students are challenged to pick up number cards with their eyes closed. In this way, they can’t solve the task in advance. Every task will be a surprise and they will have to solve and think out loud the resolution.

# Variants of the scenario/the game

The same game can be played in teams or by passing the baton in the same team if you want to spice up the approach.

You can play the game with the animals spread all over the map, or by grouping them in one square on the map.