Тема: Чадор

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| The type of game | Communication, collaboration |
| Group size | 22 children |
| Level of age | 4 year old children |
| Time | 9:15 am to 10:00 am |
| Required materials | Umbrellas, illustrations, water colors, brushes |
| Rules of the game | Children should be careful about the movements that occur during the entire activity |
| The objectives of the game | - Get to know the umbrella as a rainproof object.- get acquainted with the features in the autumn.- To develop team cohesion and collaboration through pairing.- To encourage children to listen with care.- Encourage children to answer questions asked. |
| place | Classroom |
| Description of the game | -The story of "Umbrella Store" is narrated through apps. During the narration of the story with children an interaction is developed through questions and answers-Play with umbrellas: children are divided into pairs and each pair has one umbrella. While playing music, children mimic the rain. |
| Question for thinking and evolution | During the narration of the story, the children actively participate, answering the questions arising from the story itself. Children are aware of the importance and usefulness of the umbrella, when used and what umbrellas we have. While during the second, the children did not have any difficulty with the instructions and manner of playing the game. He danced well for the rhythm of music and had excellent cooperation between them. |
| Realized by | The team of Breshia |
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