Тема: Поштар

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| Game type (communication) | Communication, acquaintance, cooperation |
| Group size | 22 children |
| Level of age | 4 year old children |
| Time | 9:15 am to 10:00 am |
| Required materials | Clothing - mushroom, color papers, pencils, greeting card. |
| Rules of the game | All children participate in the game, each child can see his or her order. |
| The objectives of the game | - The children with the poster profession and his appearance are introduced.  - Get acquainted with the way of sending greeting cards.  - To develop group cohesion and cooperation among children.  - To foster children's fantasy of what they want to get for the New Year. |
| place | the hall of the kindergarten |
| Description of the game | We show the apps to children  - The children are sitting on the floor and writing on paper (they draw) that would like Santa to bring them to the New Year.  -Then the paper is folded and stored and in the meantime sit in a circle where the game is played "I took a letter in the mail .....".  - In the end, the letters are taken in an improvised box of letters and congratulations, which together with the postman (educator) will take them to the post office. |
| Question for thinking and evolution | Interesting about the children was the way the greeting cards are delivered in the post office and the postman as a person who brings letters and congratulations. Especially as a postman was dressed as an educator. Also, children wrote "interesting wishes for a gift from Santa Claus like: a doll, a pill, a bicycle, a packet, a toy, etc. Their desires were drawn by most children with details in which different colors prevailed . When the children sent the greeting cards, they adhered to keeping order without being pushed. The game was interesting and there was no need for further explanations about the way of playing because they were familiar. |
| Realized by | Team of Breshia |
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