**GAMES DEVELOPING MATHEMATICAL SKILLS OF PRESCHOOL CHILDREN**

**Teacher: Beata Wypasek**

**Group: 2.5 -3 years old**

**Exercises in classifying skills, creating sequences**

• Sorting blocks by size (large - small), shape (eg square, triangle, circle) or color.

• Arranging geometric figures from sticks: square, triangle.

• Classifying items by category, eg bathroom and kitchen items, playing shop (clothes, groceries, etc.), arranging winter and summer clothes, etc.

• Sorting buttons by color.

• Throwing balls into containers according to size: large, medium, small ball.

• Arranging sticks, strips of paper from the longest to the shortest.

• Sorting pictures: toys, food, clothes, animals, etc.

• Arranging figures in a specific order, eg: circle, square, triangle; 2 triangles, 1 square, 1 circle.

• Arranging the blocks in a row: 2 red blocks, 1 blue block….., 1 green block…...

**Count**

• Counting objects in the child's environment: How many chairs are there in the kitchen and how many in the room? Where are more chairs? How many spoons, how many cups? Count all the shoes in the cupboard, etc.

• We count toys: blocks, cars, dolls, stuffed animals, etc.

• Counting fingers and toes (child and parent).

• Games in front of the mirror - we count body parts: eyes, nose, ears, legs.

• "We're going by train" - we make a train out of chairs. The child sits on the first, third, last chair - according to the parent's instructions.

• We draw circles in a row - on command, the child paints over: 4th, 6th circle.

• Pinning clothespins to cards (3 clothespins to a card with 3 teddy bears or circles drawn on it).

• Games: "Shopping" - I want to buy 2 cars and 3 bricks..., 2 red balls and 3 blue balls, please, etc. The child sometimes buys and sometimes sells. We pay attention to honorifics (good morning, please, thank you, etc.).

**Team games:**

• Picture dominoes, digital.

• Playing with the dice: various board games or storytelling games (the child invents and creates obstacle courses on their own) - prepare a sheet of paper, crayons, a dice and a few pawns, small blocks, buttons, small figurines (can be made of plasticine). The child draws an imaginary route, measures the fields. The beginning and the end are marked with the words "start, finish" or symbols (destination). We come up with stories and adventures together.

• "Peter" - a card game, we match the same numbers or pictures in pairs, eg animals.

***Exercises developing directional and spatial orientation***

Meal time games and more:

• put: a spoon next to the plate, a cup behind the plate, a fork on the plate,

• put a spoon between a spoon and a fork, etc.

• put the teddy bear to your right, the car behind you, etc.

• stand behind a chair, raise your right hand up, stamp your left foot,

• put the ball in the basket,

• draw a line at the bottom of the paper, draw an apple under the tree.

• put a cross in the lower left corner of the paper, etc.

**MOVEMENT GAMES IN THE PRESCHOOL GARDEN. LESSON PLAN FOR 3-YEAR-OLD CHILDREN**

**General Objectives:**

• Acquisition of safe use of devices and equipment intended for outdoor play

• Acquiring the skills of overcoming the obstacle course,

• Improving the ability to run in a designated place and direction and stop at a specific signal

Specific goals:

• adheres to the established rules and instructions of the teacher (does not move away

from the place of play, follows the teacher's instructions in accordance with verbal or practical explanations, responds to established signals),

• puts on a sash and plays coachman with a friend, reacts to a loud whistle, changing the sash with a friend,

• stands in a row, passes the ball backwards to a friend and the last child in the row passes the ball backwards again,

• aims and throws the bag into the basket, goes with the bag on his head to the next station,

• avoids obstacles - jumps over the gymnastic bar, moves the sash from top to bottom, runs slalom between the cones,

• slides down the slide,

• looks for and finds a treasure buried in the sandbox, blows feathers  
  
**Methods:**

• methods and forms intensifying physical activities

- obstacle course and health path

- a playful method and direct purposefulness of movement

- methods of additional tasks

• restorative methods:

- imitation games

• verbal - conversation, explanations and instructions, ways of social communication, free expression of children

• play pedagogy

Form of organization:

• group

• team

• individual

**Teaching aids:**

gymnastic accessories: sashes, gymnastic discs, balls, bags, animation scarf, cones; accessories in the garden: slide, sandpit  
  
  
**Course of classes:**

1. Establishing safety rules with children while playing in the kindergarten garden.

2. Gymnastic exercises - "Anatol's bear's health path"

a. Orientation and ordering game - "Sleds" - children pair up - one is a horse, the other is a coachman. The horse puts on the sash, the coachman holds the reins. Children play, changing roles on the teacher's fixed password - a loud whistle.

b. Movement fun - "Ball in the tunnel"

c. Movement games with bags - "Enchanted bag" - aiming bags at baskets, moving with a bag on the head to the next station,

d. Movement fun - "Avoid obstacles"

e. Movement and imitative play - "Spring awakened insects" - children divided into 3 groups, put on sashes in 3 colors. Yellow are bees, blue are butterflies, red are ladybirds. Each group of insects sits in a designated place - the teacher raises a yellow disc - bees run out, blue - butterflies, red - ladybirds.

f. Fun on the slide - "Anatol Bear is going to the mountains"

g. Fun in the sandbox - "We are looking for the treasure of Anatol the bear"

h. Breathing exercises - "Blow on a feather"

3. Integration game for willing children with an animation scarf - "Gąski, geese home".

4. Free games in the garden.