Scenariusz zajęć   
z wykorzystaniem przestrzeni wokół przedszkola.

Teacher : Agnieszka Barczyk – Seweryn, Anna Klimsiak-Czech

Age: 5-6 year-olds

***General objective:*** developing physical fitness through outdoor games and activities, understanding the importance of fresh air for health and the need for active recreation; awakening interest in the surrounding world and respect for nature; developing mathematical and logical thinking skills.

***Operational objectives for kids:***

• freely, spontaneously moves,

• maintains balance while crossing the line,

• counts up to 10,

• observes the safety rules when staying outdoors, recognizes sounds coming from the environment,

• reacts to his name,

• knows the names of geometric figures,

• knows colors.

***Working methods:***

- active

– verbal,

– viewing.

***Forms of work:***

– individual,

– in small teams,

- with the whole group.

***PROCESS:***

1. Greeting children with the song "If you happy"
2. ***What color is it?*** - four colors (orange, green, pink, purple)
3. Division into groups - children draw ribbons in four colors from the bag and divide into small teams. The teacher prepares as many ribbons before the class so that the number of people in the teams is the same or similar.
4. Longest, Shortest - determine which ribbon is the shortest and which is the longest. Children spread ribbons in the garden.
5. 5,7,2 - determining how many meters each ribbon can have. Children assign a card with the appropriate value to a given ribbon.
6. Don't fall - crossing the longest ribbon with tiptops, maintaining balance (each team on its longest ribbon)
7. **What is heavier?** – children in teams collect stones in one bag, grass in another, sticks in the third. Using a hanger, they create a scale and hang the bags to check which is the heaviest.
8. Paper, rock, scissors - movement fun. Children divided into teams of boys and girls, face each other and, at the given signal, jump over the scarves/hula hoop. At the meeting point, they play paper rock, scissors. The loser returns to his team at the end, the winner jumps further until he meets the second person from the opposing team. The team that reaches the opposing team first wins.
9. End of classes.