**LESSON IDEA**

**DEVELOPING MATHEMATICAL COMPETENCES AND LOGICAL THINKING WITH**

**USING BOARD GAMES AND CODING**

**FOR CHILDREN AGED 4-5**

**Teacher: Elżbieta Orybkiewicz**

**Time: 30 min**

**Developing key competencies:**

- social competence

- linguistic competences

-the ability to take initiative

-ability to understand messages

-emotional intelligence, creating and interpreting concepts and feelings

**Specific objectives:**

-calculates elements within the available range

-indicates numbers

-uses initial numbers

-sees the given code and rhythm and reproduces it

**General goals:**

- developing mathematical interests and talents,

-stimulating children's activity and independence through educational activities

mathematical,

- developing mathematical skills in the field of conversion and classification,

- developing the ability to notice rhythm and reproduce it.

**Forms of work:**

**-individual, collective**

**Teaching aids:** autumn gifts: chestnuts, leaf emblems, tambourine, dice,

hedgehog emblems with numbers, CD with a song, CD player, colorful cups, illustrations

with coding cup patterns.

**COURSE OF CLASSES:**

**1. Orientation and clean-up game "Welcome"**

The teacher plays the tambourine, the children march rhythmically. During the break in

They greet each other to music, e.g. by shaking hands, making a turtle, giving a high five, or elbowing each other

e.t.c.

**2. "Autumn variations" - fun with the song Mrs. Autumn.**

Children stand in a circle, perform specific movements to the rhythm of the song, holding po in their hands

one leaf emblem, they sing a song together.

**3. Mathematical game "Hedgehog" using dice.**

A game that improves classification and counting skills. The selected child throws

with the dice, counts aloud how many dots are drawn on the dice, then among the hedgehog emblems

The goal is to find a hedgehog that has the same number of spots assigned to it

on the ankle. After finding the hedgehog, his task is to arrange the same number of chestnuts as the number indicates

on a hedgehog. The next child rolls the dice and does the same, then all children

together they count again how many chestnuts there are for the first hedgehog and how many for the second one, and compare them

quantity using the terms less, more, the same.

4. Playing on cups to the music of "The Adams Family" - practicing rhythms.

5. Fun with coding "Build what I do".

The child draws a card with an illustration of a tower made of colorful cups, the child's task

is to copy the pattern from the illustration, determine what color the arranged cups are and count them

how many cups were needed to build the tower.

6. Thank you for participating in the classes.