**LESSON IDEA**

**DEVELOPING MATHEMATICAL COMPETENCES AND LOGICAL THINKING**

**USING BOARD GAMES AND CODING**

**FOR CHILDREN AGED 5-6**

**MISIE Group**

**Teacher: Bogumiła Góra**

**Task: Developing mathematical competences and logical thinking using coding and modern technologies.**

**Children gain experience in:**

– developing geometric intuition

– learning and consolidating the names of basic shapes

– visual perception exercise

– developing the ability to listen carefully

– improving the ability to classify objects according to shape and color

– developing logical thinking skills

– developing the ability to decode information

**Teaching aids:**

emblems of geometric figures, CD with a song, laptop, multimedia board, mat

coding, pictures for coding, cards, crayons

**Course of classes:**

**1. What kind of figure am I -** children's introductions. Preschoolers draw emblems

with figures in different colors and sizes. Then they sit in a circle and greet others,

specifying the size, color and shape of the figure, according to the business card, e.g.: I am red a large square; I am the green little circle.

**2. Multimedia task –** Find the figure, the teacher points to the inscription, reads it,

and the child connects the inscription with the appropriate figure

**https://learningapps.org/display?v=px4c4338n21.**

**3. Where are the pieces hiding? -** recording the names and appearance of geometric figures.

The teacher plays the song "Hidden Figures" and the children are asked to remember how

most examples. After listening to the song, he presents the silhouettes of the figures and asks them to

older children mentioned as many examples from the song as possible (they can also provide their own).

**4. Multimedia task – What shape is it?** the child has the task to assign

object to a geometric figure (categorization)

**https://learningapps.org/display?v=p4cjeu5bt23**

**5. Coded figures -** reproducing a graphic arrangement of figures with movement. The teacher determines with children what movements are assigned to specific geometric figures: circle – means rotation; square – clap, triangle – jump; rectangle – stomp. He creates the first pattern the teacher and demonstrates the decoding method with movement. Children encode subsequent patterns and indicate the person who will decode the pattern.

**6. Coding on the carpet -** completing the table with the appropriate figure according to shape and color

according to the observed rule (code).

**7. What geometric figure are you? -** the child draws a figure on a piece of paper and adds it a smiley with an emotion corresponding to his well-being.