**LESSON IDEA**

**DEVELOPING MATHEMATICAL COMPETENCES AND LOGICAL THINKING WITH**

**USING BOARD GAMES AND CODING**

**FOR CHILDREN AGED 3-4**

**Date: October 10, 2023**

**Teacher's name and surname: Beata Wypasek**

**Topic: The dog's way home" - board game.**

**Main goals:**

**- Developing the ability to construct simple games.**

**Operational goals:**

**Kid:**

**- Attempts to apply the starting and finishing rules of the game.**

**- Converts in the range of 3 or 6.**

**- Makes first attempts to cross as many squares as the number on the dice.**

**Methods according to M.Kwiatowska:**

**- active methods - tasks set for the child to perform**

**- perceptual methods - observation and demonstration method**

**- verbal methods - conversations; explanation and instructions**

**Forms of work:**

**with the whole group, individually**

**Teaching resources:**

**Sheets of paper, square cardboards - fields, glues, dice, pawns, games**

**board games, crayons, tambourine, animal illustrations.**

**Course:**

**1. Greeting each other with the rhyme "Let's shake hands."**

**2. "Pets" puzzles. Children provide the solution to the puzzle or point it out**

**from the animal pictures, an illustration of a given animal.**

**It has long ears and fluffy fur.**

**He bites carrots and lettuce leaves with relish. (rabbit)**

**2**

**He walks so quietly that no one hears him,**

**and that is why mice are very afraid of him. ...(cat)**

**The tail gives thanks for the bones thrown. ...(dog)**

**They are covered with scales from nose to tail.**

**They swim underwater, so they cannot speak. (fish)\**

**She sits in a colorful cage and repeats various words.**

**Although it is not appropriate for birds, she talks with a human voice. (parrot)**

**3. Movement game "Animals".**

Children turn into animals and move according to the teacher's instructions

with specific tambourine sounds: parrots - move their arms and walk on

fingers; rabbits - jump in a supported sitting position; cats - walk on all fours.

4. Talk to your children about whether they like playing different games and why. Teacher

shows various board games.

**5. "The dog's way home" - constructing a board game.**

The teacher explains the rules for constructing a board game and shows a large sheet

paper from which the game board will be made after the children have glued the fields. Teacher

sticks a picture of a dog with the word start and an illustration of a kennel that will be the finish line and

draws children's attention to the line running through the sheet, along which children will be

stick square pieces of paper with the outline of a dog's paw print. The teacher shows

additional squares with a picture of dice (1-3) and a fence. He suggests to children that

established additional rules of the game, e.g. when a pawn stands on a field with a die, the child can

move an additional number of spaces (from 1 to 3) forward or must wait a turn if standing

in a field with a fence. Children color the resulting field with crayons and stick it on it

sheet.

**6. Plays a board game.**

The teacher reminds us of the rules of the game that we have agreed upon. Children take prepared

previously game pieces and dice and play in groups of four.