**A lesson plan for developing mathematical and logical thinking skills using games and coding**

**Group: Ladybugs (6-year-olds)**

**Presenter: Agnieszka Barczyk – Seweryn**

**Topic of the week: What is the autumn wind playing with us?**

**Topic of the day: A healthy mind in a healthy body.**

**Goals:**

developing counting skills

learning the digital notation of the number 3,

correct use of the concept of pair, three.

**Methods:**

• brainstorm

• educational games

• ways of social communication,

• living word methods,

**Forms of work:**

• individual

• team

• collective (work with the entire group)

**Course of classes:**

1. Organizational and tidying up activities, greeting guests.

2. Welcome game "One and Two"

3. "Coded" - entering the number 3 using a coding mat.

4. "One, two, three, you limp" - educational game. Creating animal names using cards with letters, using dice with the values 1,2,3.

5. Having fun with music. Reacting to a break in the music, dividing the group into pairs, threes, fours, fives. Execution of commands read from the image.

6. Guide the pawn - finding the right place on the board, using the phrases "up", "down", "right", "left".

7. True or false? – physical activity, trying to answer questions correctly.

8. Summary and end of classes.

