



Age: Preschoolers (5-6 years old)

Purpose: Language, social, logical-mathematics competences

Teacher: Maria Teresa Viscusi

Time: 30 min

Key competences: To use the language of animals and numbers through active learning.

Outline of the activity:

1. Warm-up.
2. Introduction of the class.
3. Explain the activity to the children.
4. Divide the class into two teams.
5. Each student has to identify, say and use the fly swatter.
6. The first one to hit the flashcard and say the right answer wins the flashcard.
7. The winner of the game is the team with most flashcards.

Necessary learning/teaching tools:

Jobs flashcards

Number flies

Fly swatters

Expected results:

Children will be able to:

1. Identify and say jobs
2. Identify and say numbers
3. Work in teams

