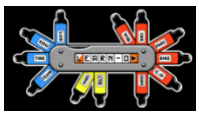
SMART ACTIVITIES JANUARY 2021

19 - 26 January 2021

ERAMUS PLUS PROJECT
2018-1-EE01-KA229-047069_3

1. LEARN – O



Playful, educational, autonomous, reflective, digital, orientation

Starting from a learning objective determined by the teacher, markers and a movement map are made in order to prepare the game situation.
A programmed electronic finger and a computer are then used to start the activity.

Each student with a chip (electronic finger) identified with his or her name draws a card. He or she must move around and correlate the data to be collected with the distribution of beacons to complete a route.
Once completed, the student checks his or her route on the computer and obtains an immediate correlation.
The digital tool is at the service of learning. The course, errors, corrections, and the student's progress can be tracked. Each student is then autonomous in his or her movements, choices, pace, correction and evaluation.

The children are free to choose the level of the task to be performed. They can also establish possible didactic exchanges with their classmates, whom they meet and cross paths with throughout the session.

Example of activity: Concept of body

In this example the student has to reconstruct a character in four parts.In the field the blocks are equipped with boxes with pieces of the character as visuals (head, feet, hand trunk).To get the different parts of the character, you have to go to the plots and find the right parts.
Once the four parts have been found, the student compares his answer displayed on the computer with the card to be made. If he makes a mistake, he can correct it. Once the card has been completed, he draws a new card with a new animal

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Each child is equipped with a chip

The child beeps if he has found the right information.

Auto-validation on the computer with the information stored on the chip

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2 . Train children to learn on their own at home in case the school closes due to COVID.

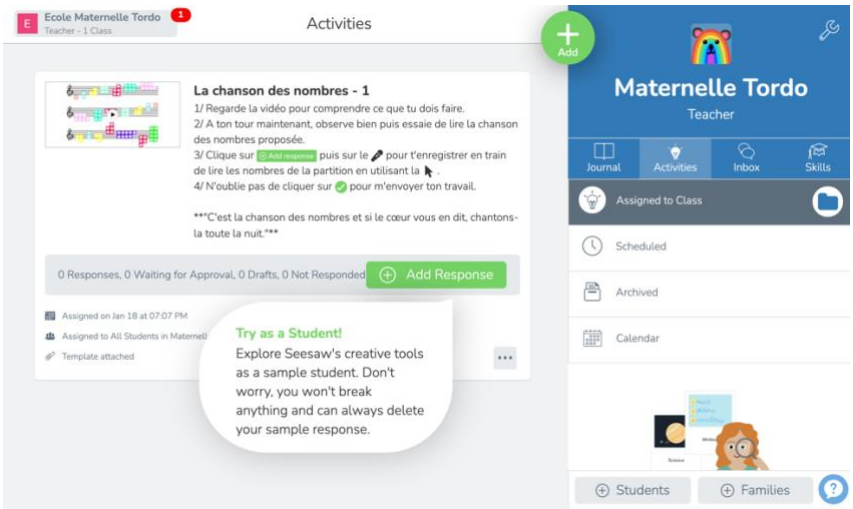
LA PARTITION DES NOMBRES sur seesaw

The song of numbers (Studying / using numbers)
MHM Ritual (Mathematical Heuristic Method)
Excerpt from the guide of the GS sessions - L. le Corf and N. Pinel Nathan

The principle: Make the students sing or chant in rhythm with the numbers displayed in front of them. Show a series of at least ten numbers under a chosen representation: ciphered writings, faces of the dice, Numicoms...
To create a form of musicality, we have chosen to associate a form of coding to it. The numbers are presented on a score. Thus, the child will be instructed: "the higher the number, the longer the sound lasts. »
One can also decide that instead of saying "1", "2"..., one claps his hands the corresponding number of times.
Extensions : The students compose their own scores, record them and make a collective book from the book Creator software.

Create your activity on the class group

Give instructions to complete the work



Send the link to families

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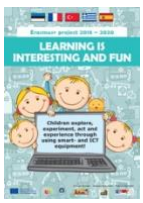
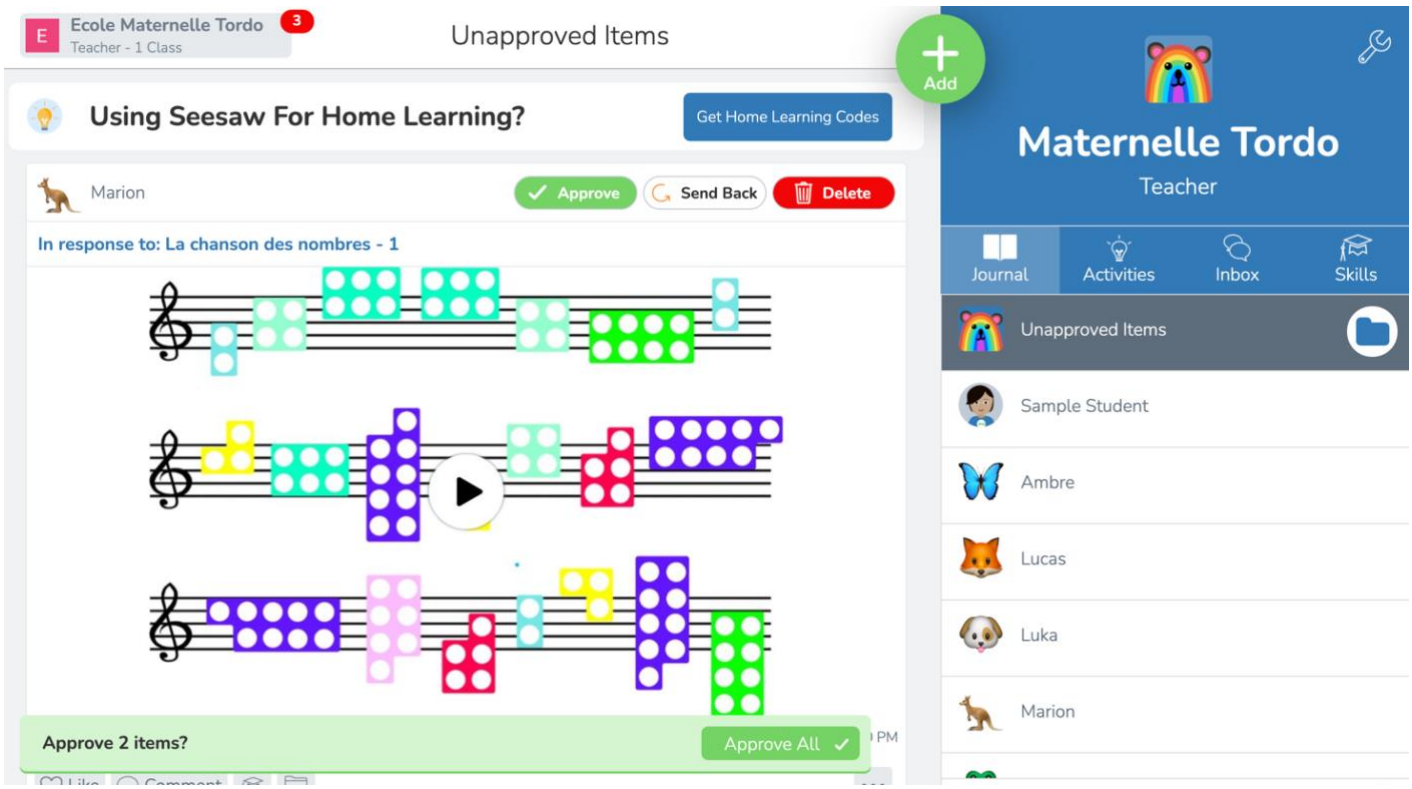


The child can do his activity, record it and send it to his teacher to approuve.



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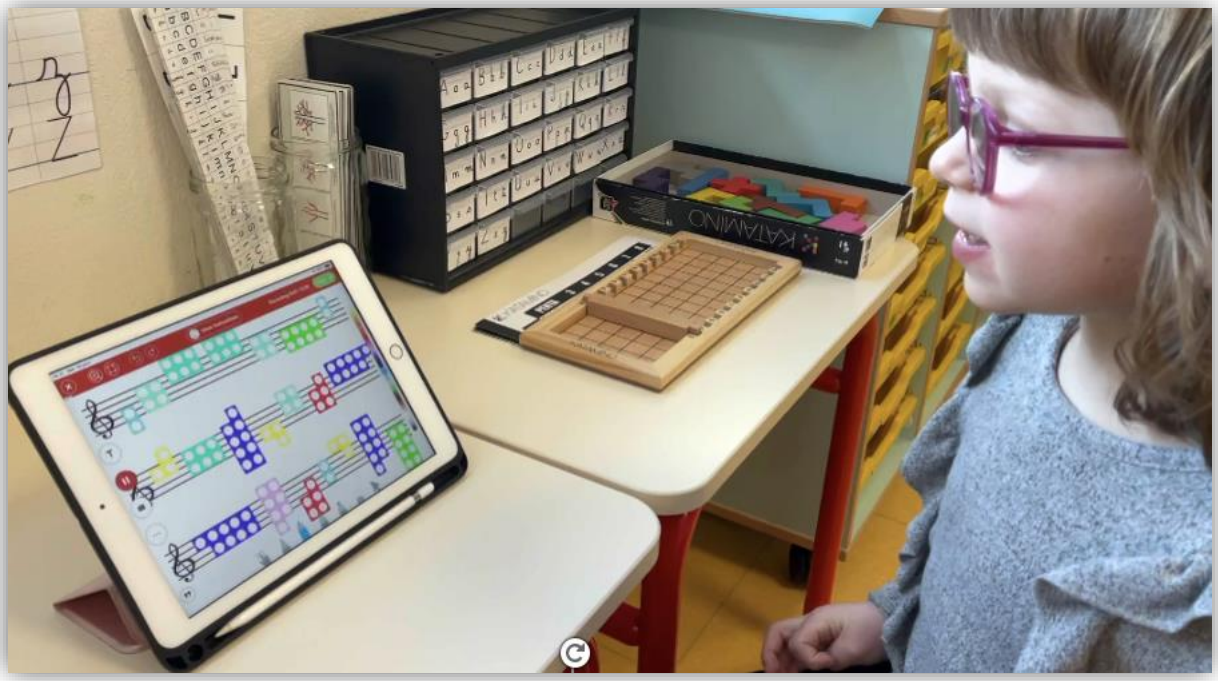

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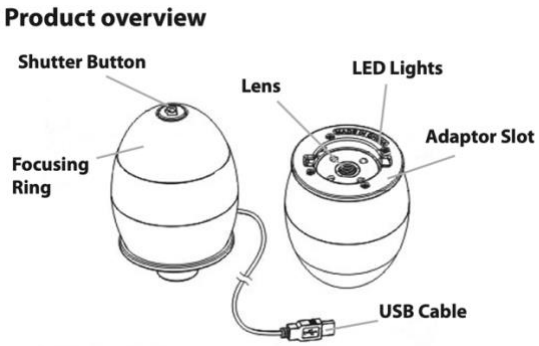
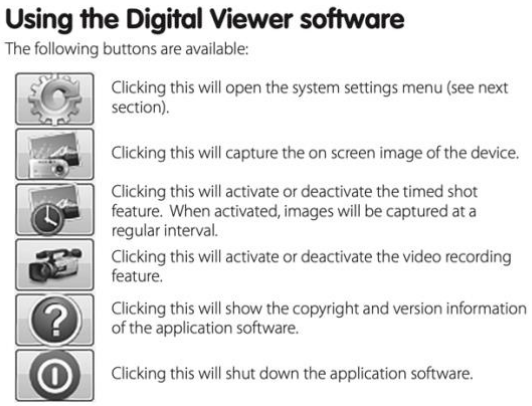
3 . Observation with a connected microscope.

Easy-scope is a USB-powered device that enlarges specimens up to 41x on a 17" computer screen and 43x larger. Photographs of the specimens can be taken using the shutter button on the top of the camera. Video recording is also available. It produces an enlarged image that children can view on the computer screen, a tablet, an interactive whiteboard. The focus is simple, it allows you to take pictures or make a movie. It can be used indoors or outdoors.





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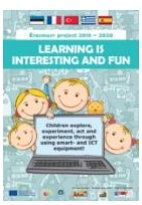

4 . Work on tablet with G compris tools.

GCompris is an educational software suite with a large number of activities for children aged 2 to 10 years old.
Here is the list of the different themes we cover with a few examples :
- Discovery of the computer: keyboard, mouse, touch screens...
- Reading: letters, words, training in reading, writing...
- Mathematics: revision of tables, enumeration, double-entry tables
- Science: the lock, the water cycle, renewable energy...
- Geography: countries, regions, culture...
- Games: chess, memory games, power 4, hangman, tic-tac-toe...
- Other: colors, shapes, Braille, learning to tell time...

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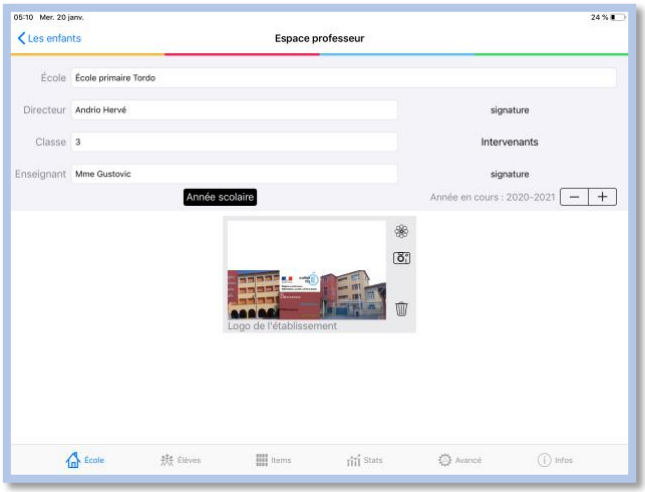
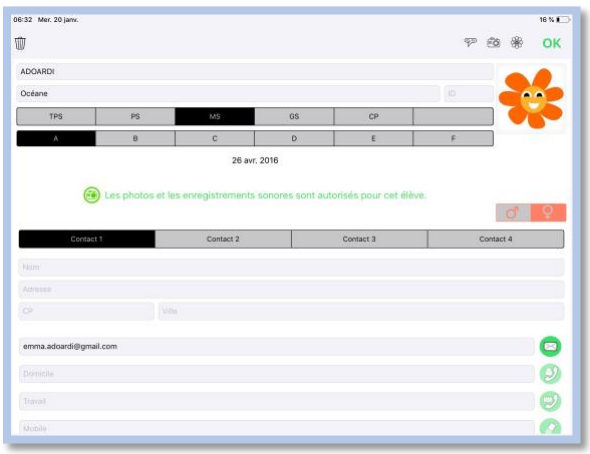
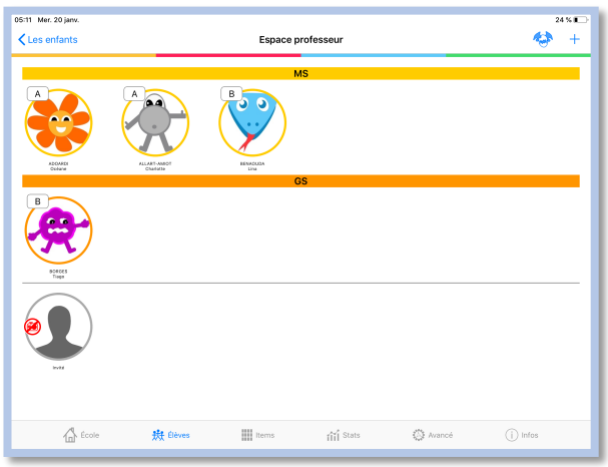
5 . Positive Children Evaluation with : JE VALIDE.

Steps :

- Create your teacher account
- Create your class with your students
- Choose the items to be evaluated







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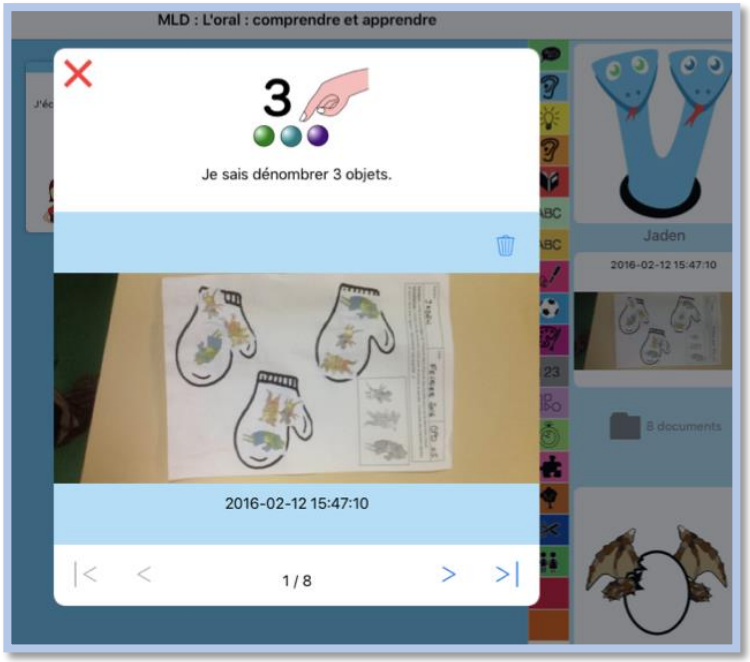
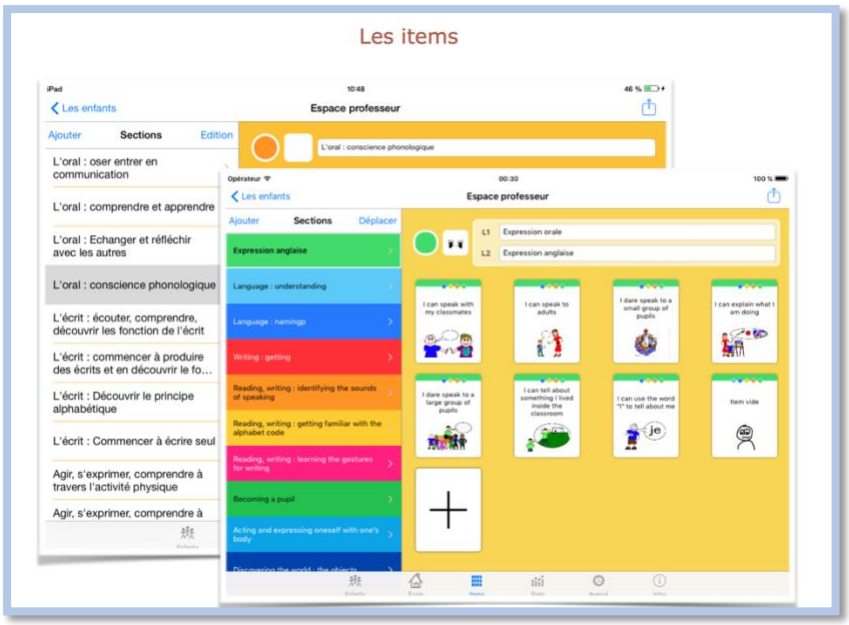
When you tap on an item, a window appears allowing you to :
- To take a picture
- To make a sound recording
- To put the "acquired" item





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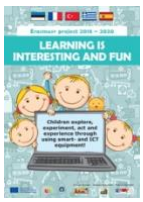
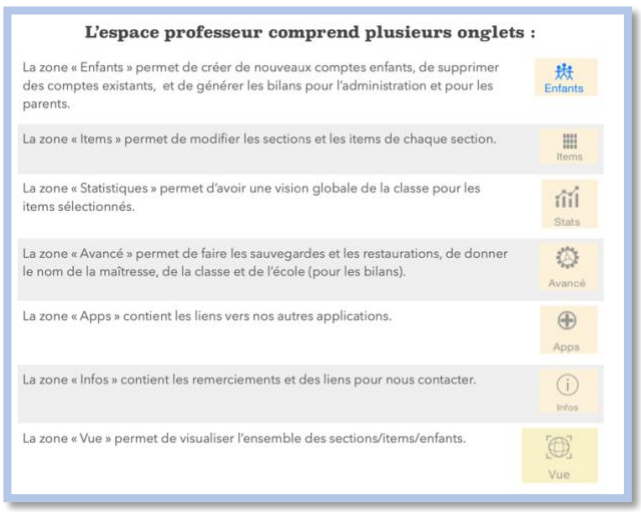
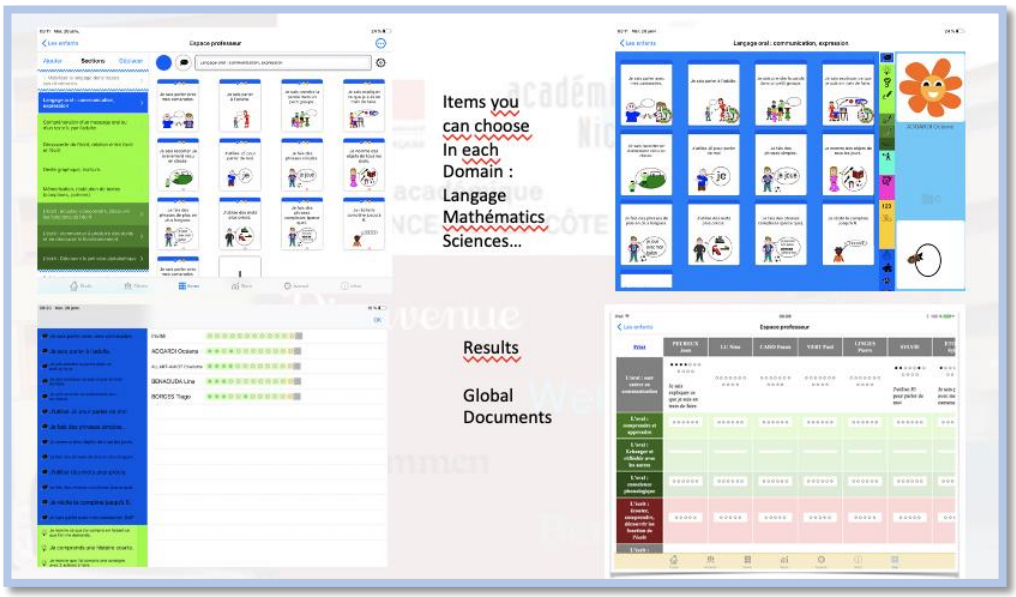


Teacher's area: can have a follow-up of the student, the class, make statistics.





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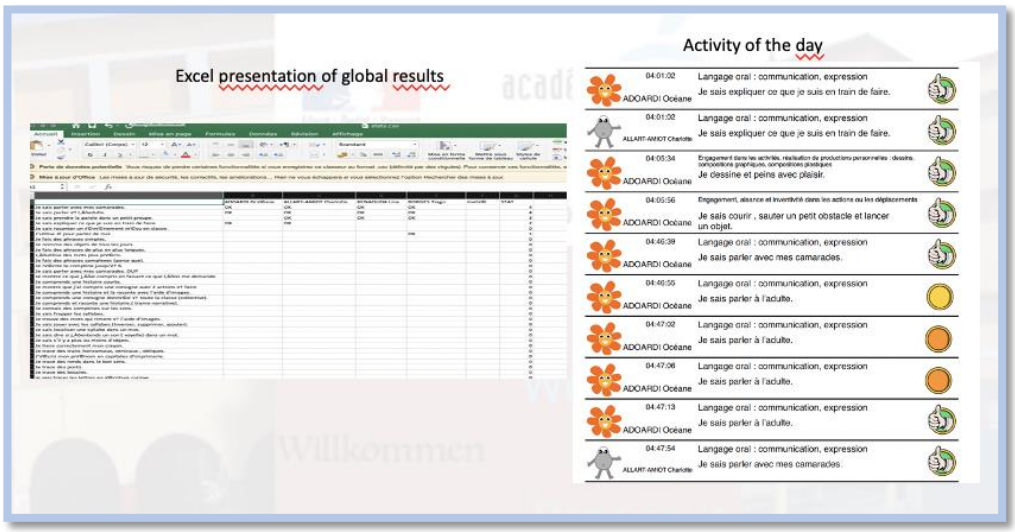

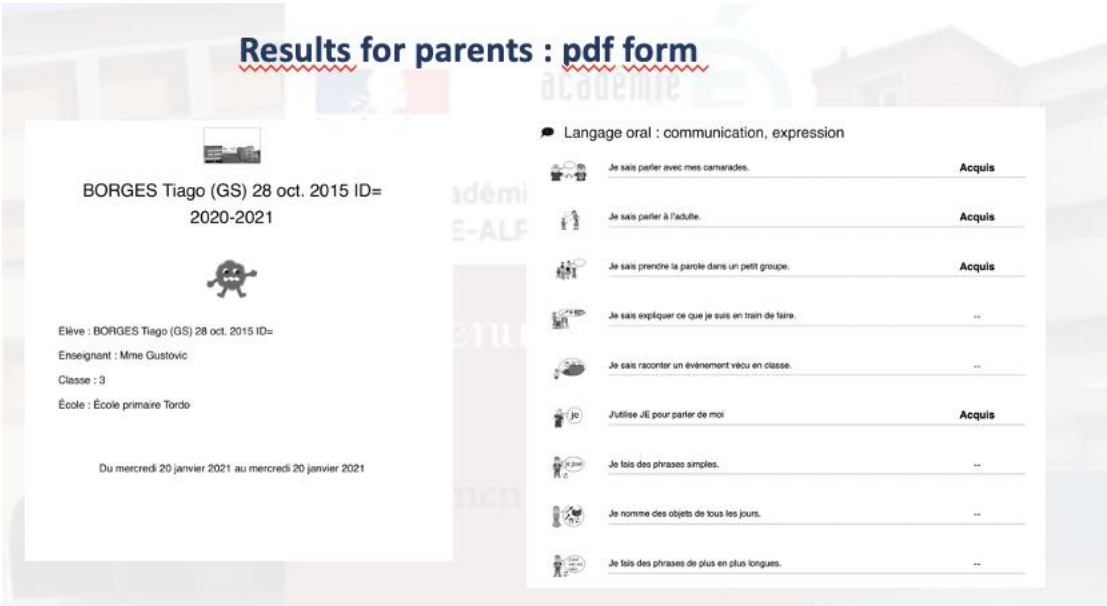

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