

Reflection game (games with tools)

Video of the game <https://youtu.be/YvE5VeZiJ-Y>

Aims and Learning Outcomes

- Children lay patterns according to the example
- Children improve their attention skills

Time: 10 minutes

TEACHING-LEARNING PROCESS

Teacher divides children into pairs and gives them 5 different pairs of similar things (for example 2 pencils, 2 similar animal toys, 2 similar lego blocks etc).

Player 1 makes a pattern out of the things (places them side by side). Player 2 has to copy that pattern- like in the mirror.

To make it more difficult the teacher can hide the pattern of the first player after the second player has memorized the order. And then the second player has to make the pattern by memory.

Concept Learning:

Attention, animals, pattern