

SEA AND LAND (games without tools)

video of the game <https://youtu.be/WMXz6MbRz3o>

Aims and Learning Outcomes

- Child cooperates
- Child is capable of forming a line
- Child develops attention skills
- Child follows the rules of the game

Time: 20 minutes

TEACHING-LEARNING PROCESS

PREPARATION: Forming a line of the children and choosing the leader of the game.

THE GAME: Determine the borders of “sea” and “land”. The game leader is chosen. The players will stand in a line on the beach by the “sea”. The game leader gives commands: if they say “sea” everyone has to jump in to the “sea”, if they say “land” then everyone has to jump back to the “land”. Who makes a mistake falls out of the game. The one who pays most attention to the game leaders orders and follows them wins.

Concept Learning: active game, roleplay