

Detective (life and career games)

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

We're playing detectives! The policeman profession is much more than chasing bad guys. One of those interesting challenge is solving riddles. We're trying to solve a riddle that is hidden in the pattern line.

Aims and Learning Outcomes:

- Child forms a pattern with given shapes.
- Child finds suitable shapes to continue the pattern line.
- Child recognizes shapes.

Time: 10-15 minutes

TEACHING-LEARNING PROCESS:

In this game children play detectives. They solve a riddle using magnifying glass and a bunch of leads. Leads are previously learned shapes and child uses magnifying glass to examine given pattern lines. Child finds right shapes to form that pattern line given as an example. There is one blank spot in the given pattern line and child finds the right shape to continue the pattern line correctly. Child names shapes that he used to make the pattern line.

*Note: This game focuses on shapes, not colours

If the pattern line is done correctly, child gets a reward - a policeman badge (made previously)!

Concept Learning: shapes, pattern line, square, triangle, circle

Example of the Pattern line (it must be small, so children can investigate it with magnifying glass)

- A) ○△□○△□ △□
B) □△○□△○ △○