

Lesson plan for: children's rights social inclusion entrepreneurship

<i>Subject:ICT</i>	<i>Class: 1st Grade</i>	<i>Students' age: 6</i>	<i>Unit: Game "Find the shop"</i>	<i>Teacher: Emmanouil Symvoulakis</i>
<p>Aims: At the end of the project the students should be able to:</p> <ul style="list-style-type: none"> • Recognise and classify basic products, depending on their category • Describe the kind of the commercial activity of various shops • Use the mouse properly • Use correctly the function of the mouse Drag & Drop 	<p>Material</p> <ul style="list-style-type: none"> • Computer 	<p>Activities</p> <p>The students through the application "Find the shop" are invited to match various products to the corresponding shops. In order to do that, they have to use the function of the mouse Drag & Drop</p>		<p>Products</p> <p>Game o Scratch «Find the shop»</p> <p>https://scratch.mit.edu/projects/197750110/</p>