**Activity: Shopping game “The polite shopkeeper” with the Blue-Bot floor-robot**

**Description:** The children sort the food products based on the principles of healthy lifestyle and nutrients ( with the help of magazine cut-outs). The teacher introduces the English names for the products (cheese, milk etc.). The child uses Blue-Bot to “go to the store” to buy the specific product, using common expressions in English like ‘hello’, ‘good-bye’, ‘thank you’ etc. They use the same expressions while playing creative shop games.

**Time:** April 19th, 2018

**Group**: Allikalapsed

**Age:** 6-7 years

**Teachers**: Eliko Tippi, Kristi Hansen

**Objectives**:

General knowledge:

The child applies their experiences, knowledge and understanding of the surrounding world creatively in the play.

The child uses different roles and materials in the playing environment.

Environment:

The child differentiates between healthy and unhealthy in everyday life.

The child knows how to act sparingly with nature (reusable materials).

Language:

The child uses polite expressions (children aged 6-7 also in English).

The child can name objects on the pictures, i.e. products on sale (children aged 6-7 also in English).

The child knoes the common denominators for different objects (dairy products, fruits, vegetables, sweets, clothes, shoes etc.).

Mathematics:

The child knows how to start up and program the Blue-Bot robot.

The child can determine the left and right side.

The child can count objects.

The child knows numbers up to 12 and can calculate within this number.

Art:

The child designs their payment materials (the amount of objects in numbers or images).

The child can cut and craft the shop, products and the board with the help of an adult from reused materials.

**Main values cultivated in the activity:**

Politeness - The child uses polite expressions (hello, good-bye, thank you, please).

Appreciation - The child gives credit to the shopkeeper’s job (praises the shopkeeper, is polite).

Coworking - The child takes part in the buyer-seller coworking game, knows how to cooperate.

Environmental consciousness - The child knows how to reuse materials in crafting and playing.

Friendliness - The child can wait for their turn in the queu and make deals with other players.

Health - The child values good health and can differentiate healthy foods from the unhealthy ones.

**Materials**:

Blue-Bot and it’s playing board, magazine cut-outs, shops, packages, payment methods, price tags and shopping shelves crafted from reused packages, the poster of food pyramid, dice.

**Order of activity:**

**Introduction with magazine cut-outs of the products: the teacher introduces the shopkeeper’s job and the products sold in the shop (both in English and Estonian). Not all the products sold are healthy - the children have to find the healthy products and those that should be eaten rarely (sorting the merch based on how healthy they are). Then, children have to assign different products to different shops based on their topic or theme (practicing the notion of things belonging to a group). Once everything has been sorted, the teacher praises the children.**

* **Group 1** (materials: the dice, Blue-Bot, gameboard with shops and products)

**Before starting, the children have to assign a shopkeeper and a buyer (depending on the age of the children there could be up to four buyer-seller pairs on one gameboard) and decide how many products the buyer can buy (2-4 would be best). Afterwards, the roles are reversed. If both of the pair have been both buyers and shopkeepers, they can leave the game.**

There are different ways to play:

1. Every store has it’s own number. The child rolls the dice and finds the store they need to ‘go to’ (e.g., nr 2 means the dairy shop). The child ‘buyer’ directs their Blue-Bot to the dairy store from the pre-determined starting point and asks politely: “Hello! I would like to buy some cheese!”, to which the shopkeeper can say: “Hello, here it is, the cheese!”, followed by the buyer’s “Thank you, good bye!” and the shopkeeper’s “Good bye!” (The main part of the dialogue can be in the children’s own language, only expressions of politeness and names of the products are used in English).
2. The child chooses the shop they want to visit themselves.
3. The game can be inserted in regular creative play, e.g. the children are playing home and the mother send their child to the store to bring something.
4. With younger kids, the teacher can tell them which store to visit and the children can buy whatever they want to based on logic of what is sold there.
5. Etc...

The teacher then praises the children for being polite, friendly and cooperative.

* **Group 2** (materials: reused materials)

**Creative game “Shop” with reused packages and materials.**

**This is a traditional creative game of shop with ‘real things’, i.e. actual product packages, used and cleaned, of different types. The children themselves decide who are the shopkeepers and the buyers. The ‘purchased’ products can be packed into used paper bags, payments can be done in claps, previously crafted materials or anything else. Children ages 6-7 will use English language words for as many products as possible, as well as communication.**

Finally, the activity ends with the discussion, lead by the teacher.

What went well, what not? What was easy, what not? How did you feel as a shopkeeper and as a buyer? Etc., depending on what the focus of the discussion is. The teacher then thanks the children for discussin how they felt.



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