

**The plan of educational classes conducted
by the teacher Monika Bielecka in the group of 6-year-olds
in the presence of the participants of the Erasmus + First Short term joint
staff training on 4th of December 2019
“4 Elements – STEAM in elementary education”**

Topic: “Journey to a mathematical island”

General objectives:

- reinforcing intellectual development through mathematical skills
- improving foreign language command
- developing interest in mathematics as a field of science belonging to STEAM

Specific objectives. Child:

- takes an active part in games involving movement
- employs names of ordinals
- counts set elements
- adds up set elements and gives the right result
- names colours in English
- divides words into syllables
- counts from 1 to 5 in English

Methods of work:

- observation, the method of managing a child's own activity, active methods

Forms of work:

- collective
- individual

Teaching aids: snowflake profiles, 0 – 9 digit flashcards , 9 hula hoops, cotton pads, glue, plastic rings for each child.

The course of the classes:

Lead-in

1. Welcoming the participants of the classes.
2. Lead-in. Children are asked to look for a letter hidden in the classroom.

3. Teacher reads out the letter and discusses the content with children.
Dear Children!
I am angel. My name's Smart Head. I live on the Mathematical Island and I love winter time. I prepared four winter tasks for you. If you manage to complete them, I will visit you in the kindergarten. Are you ready? Good luck!

Who is the author of the letter?
What is the name of the island?
What should we do?

4. A mathematical game with the use of snowflake profiles and hula hoops. The teacher places 5 hula hoops and a basket of snowflake profiles on the floor. The teachers asks children to put one snowflake in the first hoop, two more in the second, etc. Children count from 1 to 5 in Polish and English.
5. A game involving movement "From one snowflake to another". Teacher plays tambourine. Children have to stand in front of the hoop according to the number of sounds played by the teacher.
6. A game involving movement and singing "We count to five"
One, two, three,
Four, five, six,
Seven, eight, nine, ten – I go back
Ten, nine, eight,
Seven, six, five,
Four, three, two, one – I want to count again!

Repeat the action jumping, marching, stomping etc.

7. Children look at colourful cards the teacher holds. They divide the names of colours into syllables and place the correct number of snowflakes in front of them. The number of snowflakes corresponds to the number of syllables in words. Children decide which word is the longest.
8. The teacher presents the angel "Wise head" to children. Children go to tables and prepare their own angels according to the instruction.
9. Angels' presentation. Good bye.



