

Title: SPEED COOK

Educational level: 2nd and 3rd grade of Early Childhood Education (4-5 years old).

Curricular areas: Growth in Harmony and Discovery and Exploration of the Environment.

Timing: 15-20 min. (any term).

Summary

Pupils will have to recognize sequences and patterns in the cards so that they can repeat them with their own material.

Teachers will show one of the cards with a toast or sandwich so that pupils create their own with the appropriate ingredients and in the correct order, so they can master “on and under” concepts.

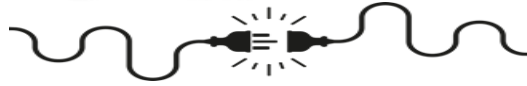


Aims

- Sort a sequence from 2 elements on.
- Make quick decisions to solve problems in real time.
- Apply the concepts on and under.
- Develop collaboration skills.
- Improve executive functions of planning and inhibition.

Key competencies to develop: linguistic communication, mathematics, science and technology, digital, personal and social.





How do we do it?

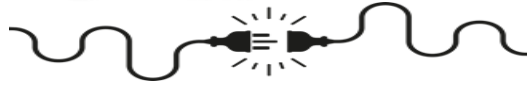


1. Make the groups.
2. Give a set of printed food to each group.
3. Select the card deck level (1 to 4 depending on the number of food images involved).
4. Choose and show one card to the children so they select the correct ingredients and sort them in the correct order.
5. Make sure all groups have created the same pattern and find any difficulties.
6. Repeat the process until you finish the deck level. Remember to respect your students' rhythms.

Suggestions

Once the activity is finished, teachers will discuss any difficulties with the class to obtain feedback, taking into account the possibility of increasing the level of difficulty or including the game in the logic-mathematics/board games station.





Resources

- **Human:** teachers and pupils.
- **Material:** game card deck and printed food.



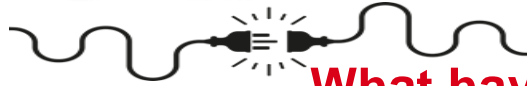
Space: classroom, assembly and learning stations.

Type of activity: individual or small group.






Speed cook

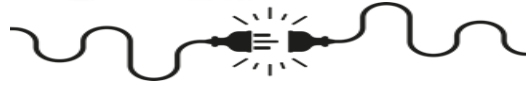




What have we learned?



Assessment Criteria			
Orders sequences from 2 elements on.			
Makes quick decisions to solve problems in real time.			
Applies concepts: on and under.			
Develops collaboration skills.			
Inhibits unnecessary behavior to fulfill the task.			
Plans before acting.			



Computational Thinking



Logic (prediction and analysis): thinking to make predictions, solve problems and make decisions based on available information.

Algorithms (steps and rules): is a step-by-step process that solves a problem or completes a task.

Patterns (recognise and use similarities): recognising similarities or patterns in problems or data, which means coming up with solutions quickly and effectively.

Decomposition (breaking into parts): breaking down a large problem into smaller, more manageable parts, which are easier to understand and solve.



More information



The idea of this activity is similar to other attention and planning games.