

Title: WE GET EXCITED

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

Curricular areas: Crecimiento en armonía.

Timing: 1 lesson of 45 minutes (in any term).



Summary

In this activity, students will create a sequence by following a given set of instructions.



Aims

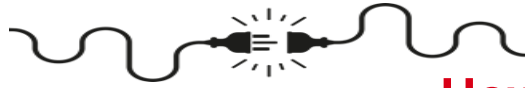


- Arrange a given sequence.
- Develop the ability to interpret and express emotions.
- Develop communication skills, forms of expression, and interpretation.
- Improve non-verbal language.

Key competencies to develop:

Mathematical competence in science and technology, personal, social and learning to learn competence, civic competence and creative competence.





How do we do it?

1. In a large group, show the students the emotion monster cards one by one.
2. Ask them which emotion they believe each image represents.
3. Individually, distribute (one per student) the emotion monster cards and have them represent each one to the others through mimicry. The rest must guess the emotion it represents.
4. Students then play in pairs. One member of the pair is given a card with a sequence of four emotion monsters, while the other is given separate cards of the emotion monsters.
5. The student with the sequence card must mimic the emotions represented by the monsters in the order they appear.
6. The student with the separate cards must interpret the sequence of emotions their partner has mimicked and arrange the cards in the order their partner has acted out.
7. Finally, both players must check if the sequence is correct by comparing it to the sequence card.

Suggestions

The game can be repeated, switching pairs as many times as desired.





Resources

- **Human:** Teachers and students.
- **Material:** Cardboard, printer and laminator.



Spaces: Classroom.

Type of activity: Individual, large group and pairs.



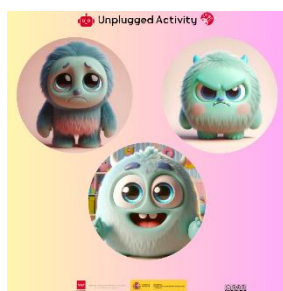
Click on the links.



[Flashcards](#)

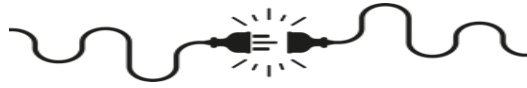


[Clotheslines](#)






[Cards](#)

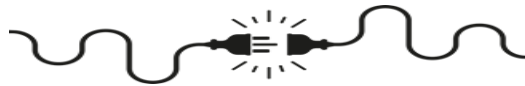




What have we learned?

Assessment Criteria			
Recognises the presented emotions.			
Represents the presented emotions.			
Classifies the series in the correct order.			
Actively participates in class.			





Computacional 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 come up with solutions quickly and effectively.

Abstraction (delete unnecessary details): simplifying things in a problem hiding unnecessary details or aspects to focus on those which are relevant and essential.



More information

QR codes to the activity resources:



Flashcards



Clotheslines



Cards