

Building their Tomorrows, Today! Sirocco! Comenius Project

TITLE	Concentration cash
NUMBER OF PARTICIPANTS	A class of students including students with hyperactivity
OBJECTIVES	
<ul style="list-style-type: none"> • Develop the vision to distinguish colors; • Develop visual attention by observing the images and details that distinguish; • Develop social relationships in groups and their rules; • Promote concentration; • Promote patience; • Working the position of the child must place the cubes; • Work motor coordination. 	
COMPETENCES	<p>Being able to distinguish colors, images and details; Be able to develop their social relationship; Being able to concentrate and have patience; Being able to coordinate their movements.</p>
Material needed	<ul style="list-style-type: none"> • 56 Cards with dolls dressed in garments with various colors; • 3 dices where each of its sides will have designed a garment and its respective color; • Rectangle with various forms; • 1 marble; • Support with chopsticks to put the arches; • Arches; • Support for placing the cubes; • Cubes illustrated with animals.
DESCRIPTION	<p>The card is divided into various games, including:</p> <p>The game Guizitos, placed in the center with the images turned up, draws up to the time the player. The first player throws the dice and color as you leave the player must collect five dolls having their clothes or shoes in the color that happened to him; The game ends when you run out of cards that are in the center.</p>

	<p>The player who has collected the most cards.</p> <p>The Game Graphics panel aims to put every child in front of the rectangle, where each child will put the marble in the beginning of the form and the route goes through without lifting the marble.</p> <p>The game hits the target is to be removed from the support, the children will try to hit with bows on strings that are placed in the holder and are divided by size and each child will roll the dice and each side of the data will contain the size of the circles of support and each child will try to hit it in size in handy given.</p> <p>The game cubes of Animals, each child will have to put the cubes on the stand to illustrate and mount the animal which is designed in the cubes.</p>
NUMBER OF SESSIONS	1 session / 1 hour

Attachments:

Graphics Panel



Hit the Target



Cubes of Animals

