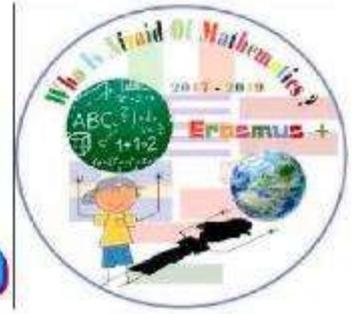


# LESSON PLAN

## Who is Afraid of Mathematics?



Category: **MATHS in the PLAYGROUND**

Title of the activity -

**"Playing in the yard"**

Year Group: **1<sup>st</sup> Grade Primary School (6 years old)**

Teachers: **Renzoni Lisa, Andolfatto Maria**

### **Learning Objectives:**

- To use numbers by 10 and ordinal numbers with self-confidence in games and play situations.
- To perform simple additions and subtractions by 10.
- To know the numbers in English.
- To perform additions in English.
- To know the days of the week in sequence.
- To recite simple nursery rhymes.
- To approach the geometric shape of the square and its main features (equal sides, right angles, symmetry axes) in a practical way.
- To measure distances empirically.
- To design different game models using the square.

### **Success Criteria:**

- The use of numbers (in Italian and English) in a practical context reinforces the habit of counting.
- The repetition of a sequence (the days of the week, the rules of the game, the initial rhyme ...) facilitates memorization.
- The use of the square enhances the perception of the plane space and helps to recognize the characteristics of the geometric shapes.
- The teamwork gets used to confrontation and cooperation.
- The games in the yard favour the socialization and the knowledge of traditional Italian and non-Italian games.

### **Resources:**

- Curriculum activities in Mathematics and English carried out by class teachers.
- Recovery materials.

### **Differentiation**

- Illustrated stories explaining the development of the game.
- Simplification of the rules (only the numbers, not the calculations).

### **Lesson Description:**

Construction of two game bases on the school yard pavement: Hopscotch and Capture the Flag.

### **Introduction:**

- Activities with numbers (progressive and regressive sequences) in Italian and English.
- Mental calculation of simple additions and subtractions.
- Drawing of the square on squared paper and recognition of this shape among other shapes.
- Memorization of the days of the week and rhyming rhymes.
- Preparation of coloured stones for the game of the week.

### **Main Lesson:**

Observation of the square:

the same sides;

the right angle that allows to draw lines perpendicular to a starting wall;

the axes of symmetry through folds of a paper model;

half of the side obtained from the axis of symmetry;

explanation of the game;

construction of a model with 7 squares;

preparation of a large cardboard model;

tracing in the courtyard;

measurement of equal distances along a straight line.

### **Plenary:**

Through the play, children experience the usefulness of counting and measuring in practical life, in a highly motivating environment.

Peer collaboration promotes confrontation with different points of view and favors the overcoming of an egocentric vision of reality.

Play and work together help to understand the need for shared rules.

# PHOTOS



