



METHOD CARD 1- Bulgaria

1.	Name of the country and institution	DG "Detska Vseleni" - Bulgaria - Vratsa
2.	Name of the method	Psycho-correctional tale
3.	Aim of the method	Method for influencing the child.
4.	Age of children to whom this method is appropriate	4 - 5 year old children
5.	Brief description of the method	The method of psycho-correctional storytelling replaces ineffective style of behavior with more productive one. The child understands and empathizes with the hero's excitement and relates them to his personal experience. Opportunity to establish the child's personality in a specific educational environment.
6.	Ideas for educational activities	- Fine and constructive - technical activity - Making flowers by the children for the grandmother of Little Red Riding Hood, as an excuse for the bad deed. - Performance of dance "I see you, I look at you"
7.	Other notes	When organizing the psycho-correctional story, the following algorithm is followed: ☐ Introduction to the topic with "A New Tale of Little Red Riding Hood". ☐ Display of action of the finished model. ☐ Independent activity of the children: - shading - of spring flowers - 4 year old children - cutting, creasing, gluing elements - 5 year old children Evaluation of the finished product.
8.	3-4 method photos	





METHOD CARD 2 – Bulgaria

1.	Name of the country and institution	Bulgaria, Detska gradina Detsua Vselena - Vratsa
2.	Name of the method	Interactive methods - interactive games
3.	Aim of the method	Creating a positive educational environment - a factor for full inclusion.
4.	Age of children to whom this method is appropriate method	From 4 to 7 years of age
5.	Brief description of the method	The following algorithm is followed when organizing the interactive game: 1. Purpose of the game. 2. Introducing children to the purpose of the game, rules and instructions. 3. Interaction of the children for realization of the educational tasks set in the game. 4. Summary of the game. After the end of the interactive game, an analysis of the results is performed, which includes the best moments, inaccuracies in the game, the result of the acquired knowledge, evaluation of individual participants and others.
6.	Ideas for educational activities	Computer game: "Find the flag" Cognitive task: Clarification and summarization of children's ideas about the countries in Europe. Game task: Try to remember where the flags are so you can combine them in pairs! Game rules: 1. The game starts after the "start" signal. 2. Right-click on the blue rectangle to find the state flags hidden behind them. 3. For each pair found 1 point is obtained. 4. In case of incorrectly inverted rectangles, the game is continued by another child. 5. The winner of the game is the child who received the most points. Assessment of the game.
7.	Other notes	Interactive games can have different leading activities and educational tasks.



3-4 method photos

8.

