



DETSKA GRADINA "DETSKA VSELENA" VRATSA
Street Diko Iliev №17, mailbox 3000, phone 0884308247
e-mail: cdg14@abv.bg

Didactic project

Preparatory group "Smile" - 5 and 6 year old children

Topic: The Tree of Friendship

Education Area: "Around the World"

Core "Social and Healthy Environment"

Basic form of pedagogical interaction - pedagogical situation

Objectives: Attracting the attention of children to people with special needs.

Tasks:

1. Promote a respectful, humane, tolerant attitude towards people with special needs.
2. Building a sense of goodness, good deeds, their importance in human life.
3. Development of motor skills.

Expected results:

1. The child has specific ideas about the lifestyle of people with special needs.
2. Pay attention to people with special needs in communicating with them.
3. The child has developed motor skills

Methods of Pedagogical Interaction:

- for the organization of pedagogical interaction: frontal and individual.
- learning, with specific educational content: conversation, games, game exercises, modeling.

Techniques: Reflective and provocative questions, incentives, guidance, self-assessment.

Relationship with other areas: "Bulgarian Language and Literature", "Physical Culture".

Preliminary preparation:

- for the teacher:
 - preparation of a presentation "Let's hear Rossi's voice".
 - for each child are prepared sheets for self-employment.
- for the child:
 - realized pedagogical situations in the educational field "The world around".

Supporting information:

for the teacher

- State educational standards for pre-school education and training.
- Program System of Children's Universe "Vratsa"

Organizing the didactic project:

I. Introduction to the topic through situational approach.

II. Virtual meeting with kid's cochlear apparatus.

III. Talk

Discussion questions

1. How can we help such people
2. How can we help such people cross the street?
3. What rights children have

III. Independent work:



V. "Help a friend" game - a role-playing game.

Cognitive task: A game of building mutual help and trust.

Game play: All children are involved in the game. A "minefield" is created using chairs, boxes and more to play the role of obstacles. It is necessary to have enough space between the objects so that one person can easily pass between them. The children are divided into pairs. One child ties the eyes with a scarf, and the other child has to lead the child with blindfolded obstacles. In a signal from the teacher, the roles change.

VI. Summary of the situation - assessment and self-assessment.

Didactic project

Preparatory group: "Smile" - 5 and 6 year old children

Topic: "I find vocal sounds in the word".

Educational field: Bulgarian language and literature

Kernel: "Reading and writing preparation", "Sound Culture"

Objective:

1. Entertainment of language awareness skills (phonemic awareness).
2. Adjustment of the sociometric status of children in the group. Ready to show friendliness and mutual help in realizing the outcome.

Tasks for six year old children:

1. Proper pronouncement and hearing differentiation of certain sounds (a-o, e-i, y-e)
2. Determine the position of vocal sounds in words.
3. Forming a sound-bonding skill - a letter (the principle of the alphabet).

Tasks for Five Years:

1. Demonstrates a differentiated hearing and articulating notion of vocal sounds.
2. Proper perception, pronouncement and separation of certain sound at the beginning, middle and end of the word.
3. Forming a sound-bonding skill - a letter (the principle of the alphabet).

Expected results:

- Five Year Olds
 1. Demonstrates a differentiated hearing and articulating notion of sounds.
 2. It releases specific sounds (a, o, e, and y, u) into words and defines their place - beginning, middle, end of the word.
 3. Involves in game play exercises with sounds.
- Six year old children

1. The child has a differentiated view of vowel sounds a, b, o, y, e, and.
2. The child knows how to intonate, separate and define the position of sounds in a word model.
3. Recognizes and names printed letters (Aa, Yi, U, Oo, Wu, Ee).
4. Engaged with interest in sound games for segmentation of sounds and updating of words with sounds separated

Pedagogical Technology:

Organization of the Educational Environment: The Interactive Game Partnership - an electronic version implemented in the following sequence: pedagogue-children; pedagogue-multimedia; children-multimedia; children-children / pedagogue /.

Methods used: interactive games with a different leading activity and educational tasks; exercise game; visualization; group method.

Means - interactive game, individual sheets for self-employment.

Moving: constructive - mastering knowledge through activities and positive experiences

Techniques: Reflective and provocative questions, incentives, guidance, self-assessment.

Preliminary preparation:

- for the teacher: drawing up interactive games
 - For each child are prepared sheets for self-employment.
 - Children are previously divided into two age groups.
- for the child: realized pedagogical situations in the educational field "Bulgarian language and literature".

Supporting information:

- for the teacher
 - Program System of DG "Children's Universe Vratsa"
 - State educational standards for pre-primary education

Organizing the didactic project:

Children, I suggest today to make a mental journey to an incredible planet. This planet is called "Son plan".

- How do you think who are its residents?
- What is the difference between sound and letter?

But there is one problem, the inhabitants of this planet are locked in the dark realm of the magician Grammatite. Every day, Gramatius runs one of them to find his cottage, if they can not retrieve them back into their castle. They expected some to save them. Let's help these extraordinary inhabitants of the plane Sound plane to find their houses.

I. Interactive game: "Every sound in his house"

Cognitive task: Specifying the children's ideas for vowel and agree sounds in the Bulgarian language.

Game tasks: Click on the house where you think the sound you hear is lived.

Game rules:

1. Not a certain number of children participate in the game.
2. First begins the child's game defined by the teacher.
3. The game starts after the "start" signal.
4. Right-click the correct answer.
5. The playing child is only entitled to correct in case of a false answer.

Game action: The game starts after the "start" signal. The playing child must click the right mouse button



on the house where he thinks the sound lives. The game is ringtone - sounding, greeting for a faithful answer, and encouraging repeat error.

II. Interactive game: "We are looking for friends in the realm of vowel sounds"

Cognitive task: Specify and mark the place of a certain voice sound on a sound scheme.

Game task: Show the location of the voice sound. - 6 year old children

Determine the place of sound in the word - at the beginning, middle or end of the word - 5 year olds.

Game rules:

1. The game starts after the "start" signal.
2. By clicking, the child must indicate the correct answer.
3. The playing child is only entitled to correct in case of a false answer.

Game action: Screenshots of sound words with corresponding visualization (lamb,) Clicking on a correct answer to the scheme, a red square is displayed. The game is ringtone with a child's voice-correct word, a greeting for a faithful answer, and an encouragement for repeat error.



Click on the box where Sound A is located

III. Didactic Game Exercise

Cognitive task: Transfer of knowledge to determine the place of the word sound - beginning, environment and ending -5 years of children

Knowledge transfer for determining a word model - 6 years of children.

Game task: Find and connect the largest number of objects depicted on the sheet starting with the same sound - 5 years old children

To discover and link the sound patterns with the objects depicted on the sheet - 6 children.

Materials: An individual sheet on which different objects are depicted. An individual sheet depicts different objects and their sound patterns.

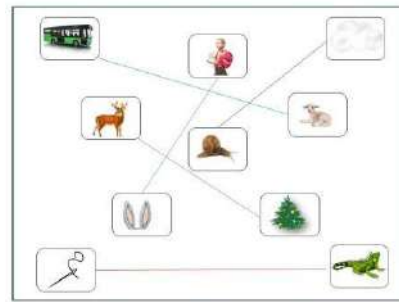
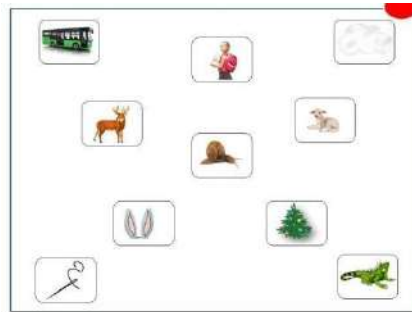
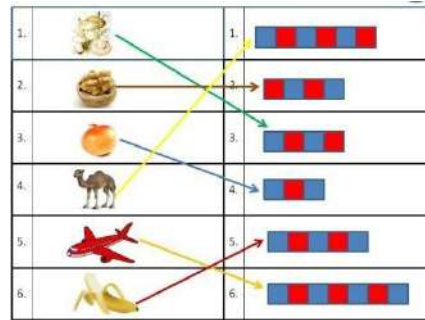
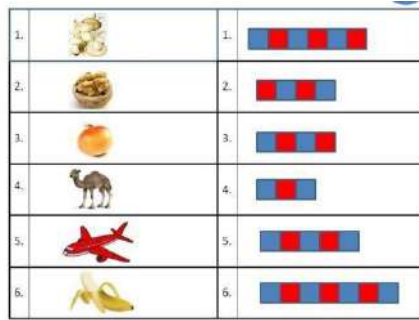
Game rules:

1. The child plays alone.
2. Time to complete the task is unlimited.
3. The game starts after the "Start" signal.
4. The game wins the child who fastest and fastest objects that start with the same sound.

The game earns the child who fastest and closest objects to their sound model.

Game action: The child plays alone. After the "Start" signal. it is necessary on the individual sheet to connect objects that start with the same sound - 5 years old children.

After the "Start" signal. it needs to the individual sheet, to connect the objects with their sound scheme - 6 years old children.



IV. Mobile game "Forest Echo".

Goal of the game: Correctly tuning the voice sounds. - 5 year old children

Recognition of printed letters. - 6 year old children

Game description: The game is played by an undefined number of children. One child plays an echo, and the other children of a forest. Children are right. Against the backdrop of light music the "forest" kids shake. The game manager displays a letter of a loud sound and the kids' forest say it. By hiding the letter the child echoes it. The game is played for a limited time.

V. Summary of the situation - assessment and self-assessment.

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