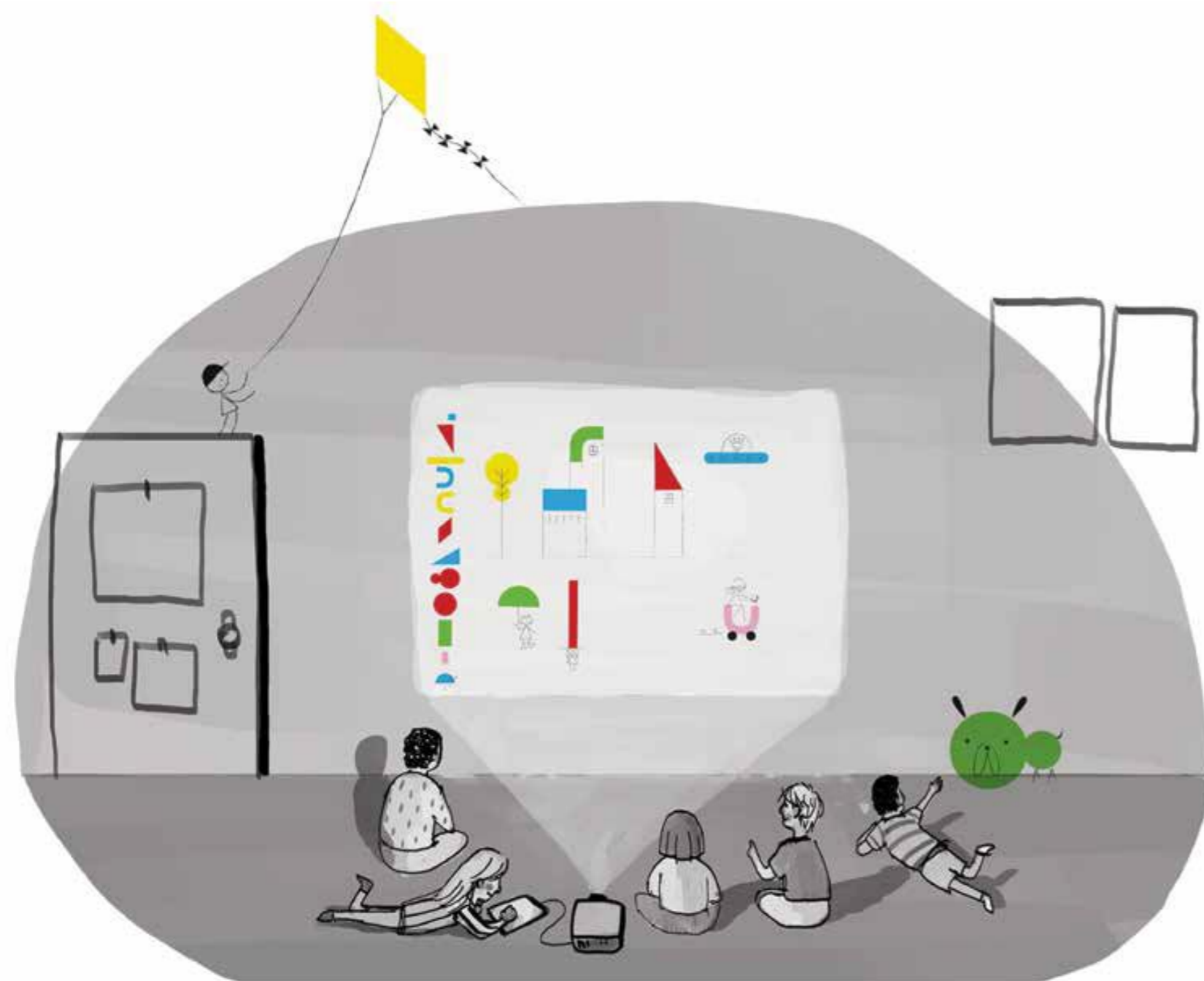


#Activity proposal 2

Shapes and Word Games



The teacher connects the app **Ooh!** to the video projector so that all children can watch it in a large format, projected on a wall in the section. The teacher invites the children in turn to reach for the tablet and move the shapes from the left side towards the centre. Together, adults and children observe what happens:

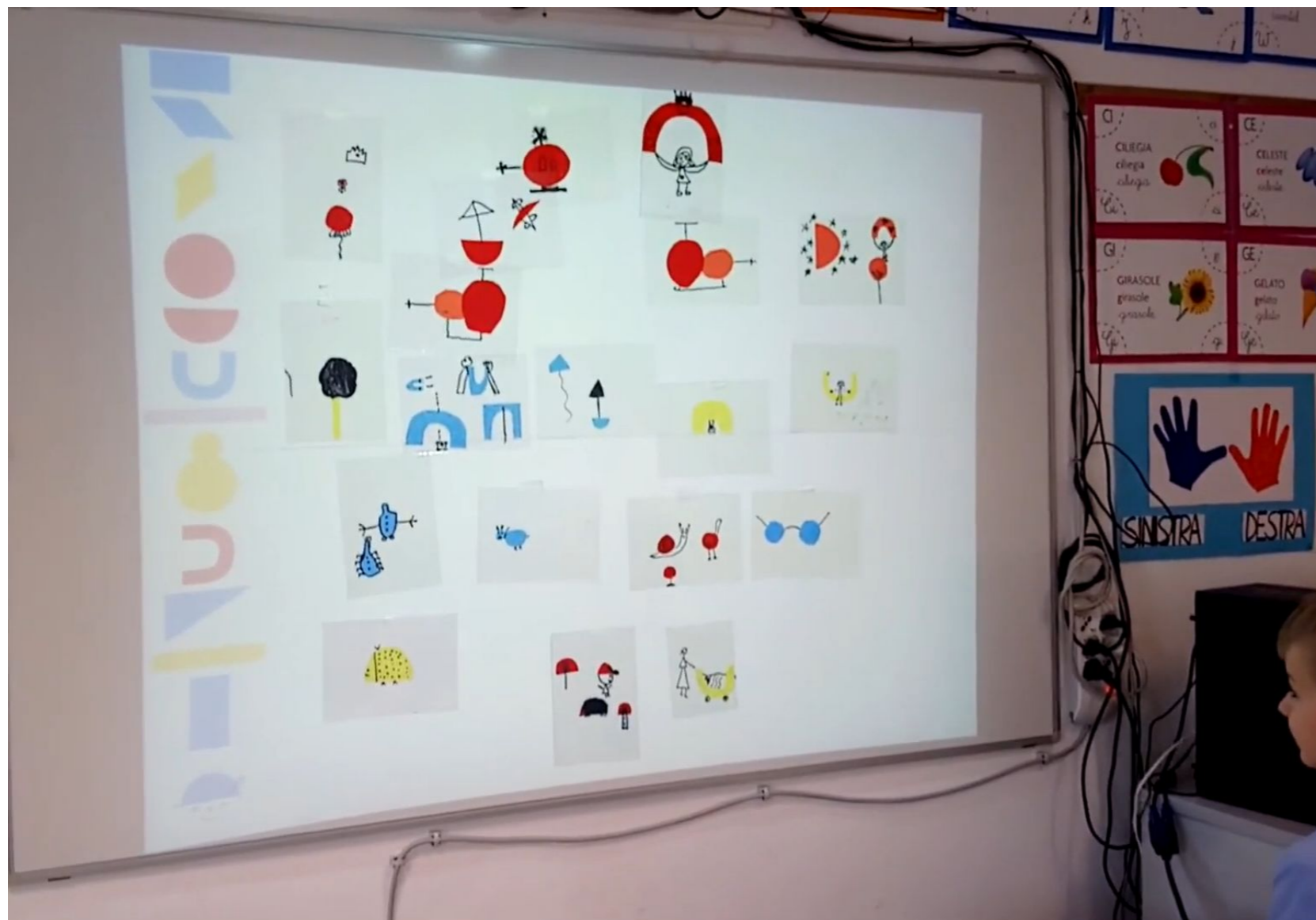
1. the shapes become drawings
2. by touching the same shape, the drawing changes
3. moving it with respect to the "ground line" changes further

The same shape provides the cue for numerous images drawings.



We can then, as a first step, catalogue the shapes/designs created by designers Louis Rigaud and Anouck Boisrobert. As the shapes are discovered (some are then repeated), the boys and girls draw on a sheet of paper both the initial shape and the final drawings proposed by the creators of the app. The visual catalogue serves to give children ideas by proposing them a new activity of inventing drawings from shapes.

The first design takes place on sheets of paper, with colours pencils or black felt-tip pens and strokes. A collective catalogue of new ideas and proposals can be realised by bringing together all the visual projects of all children : in the form of a large wall catalogue or a book of ideas, each child benefits from the ideas of the group. Afterwards, the children can choose the shapes/drawing that they find most interesting, which are placed on an A4 sheet, which is then cut out.

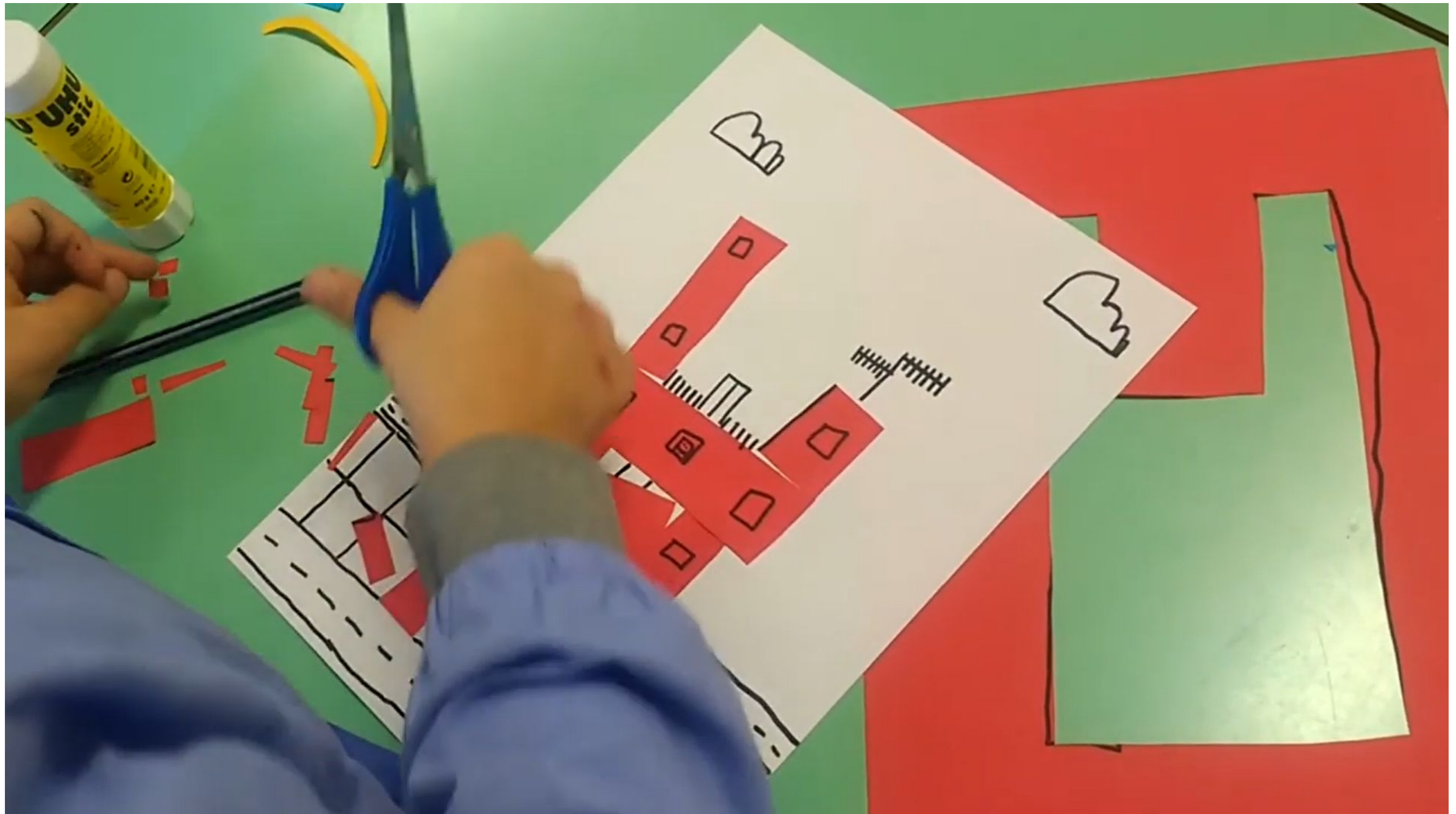


With all the subjects a compose a large collage using the space of the projection initial projection of the app. By switching on the video projector, connected to the app, we can add some digital elements to the 'analogue' composition digital elements to the 'analogue' composition, thus creating new images or a video that allows to make analogue and digital interact, designs by the children and artists.

From the European project t@ndem: <https://youtu.be/yccchadG1c4>

We can develop the activity by asking the children to tell a story, letting themselves be guided by the possibilities of moving and shifting the various elements of the app.

We can also play with the alphabet and make WORD GAMES



<https://www.youtube.com/watch?v=EeO3c9CnM3o>