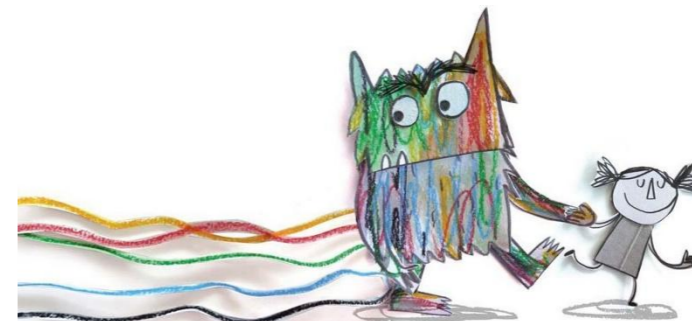


DA 4 PHYSICAL EDUCATION

AGE: 3-6 Years

THEME: Physical development, through the exploration of space and materials

KEY QUESTION: Can digital tools help children developing Physical skills?



GOALS

Using digital tools to help children developing physical skills



**Learning to respect rules and cooperate with team mates
(cooperate in game situations, following guidelines or rules and respect
rules of social coexistence)**

Using digital tools to create bigger bonds between school and children families.

**Using different digital tools to support the daily pedagogical activities
learning how to respect safety rules.**

ACTIVITIES

1st Action: Listen to the “Color Monster” story (listening, reading, viewing)

2nd Action: Play the game “Monsters race” outside.

Share the game with the family. You can record the activity and share it on Classdojo app with your educator and friends

3rd Action: Listen the “Color monster” song and learn it. Share it with your family

4th Action: Create a choreography from the “Color monster” song.

Record and share it in ClassDojo app

5th Action: Use the digital tools and play the games and have fun with the color monsters

NOTE: adapt the time to the needs and rhythm of each child

The Color Monster story

<https://www.youtube.com/watch?v=W6wIEp-M4tg>

The Color Monster song

[The colour monster song – YouTube](#)

Monsters Race (Genially app)

<https://view.genial.ly/6199475223782c0d5da6e278/interactive-content-corrída-de-monstros>

MATERIAL

AT SCHOOL

1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;

2)- Physical education material.
Camera, tablet or smartphone with camera.
ClassDojo application.

3)- Computer, tablet, smartphone...where the children can listen to the "Color monster" song

4)- Computer or tablet or smartphone with the Genially app

AT HOME

1)- Book with story or story printed (or recorded) by teacher or link to see the story in a digital tool

2)- Physical education material.
Camera, tablet or smartphone with camera.
ClassDojo application.

3)- Computer, tablet, smartphone...where the children can listen to the "Color monster" song

4)- Computer or tablet or smartphone with the Genially app

