Digital Ateliers

AD 1

EMOTIONS

DIGITAL ATELIERS

Inside the Erasmus Project "KEEP IN TOUCH" we created five Digital Ateliers, with the themes:

- **AD 1 - EMOTIONS**
- **AD 2 - LITERACY**
- **AD 3 - NUMERACY**
- **AD 4 – PHYSICAL EDUCATION**
- **AD 5 - NATURE**

The goal is that they can be developed, either in an educational context or in a family context, with the use of technological resources that allow the child to become more competent in the digital area.

If you do not have the resources, either at school or at home, you can do it manually, using other resources like waste material or other physical materials.

Throughout the process of the Digital Ateliers, we combine creativity and play, and the FAMILY is included in this process.

●<u>Age</u>: 3-6 years

●<u>Theme</u>: Emotional development: "The color monster"

●<u>Key- question</u>: Can digital tools help children expressing their emotions?

GOALS

- Using digital tools to create opportunities to help children express their emotions

- Using digital tools to help children recognizing and respecting their own (and others) feelings and emotions

- 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.

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

2 nd Action: Create favorite Color Monster with waste material

3rd Action: Use your computer/ tablet or smartphone and draw something that makes your monster feel: happy or sad or mad or afraid or calm or full of love

4th Action: Invite your family to choose their favorite color monster and take a picture imitating the chosen monsters. Share them to your teacher and friends in Classdojo

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

5th Action: **Listen to the Color Monster Song and learn it. After you can share it with you family**

6th Action: **Use the digital tools and play the games and have fun with the color monsters**

7th Action: **Build a Padlet with the photos / graphic records of the little monsters shared by families and made at school**

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

LINKS

The "Color Monster" story
https://www.youtube.com/watch?v=W6wIEp-M4tg

The "Color Monster" song
The colour monster song - YouTube

Emotions puzzle (digital tool LearningApps):
https://learningapps.org/display?v=ppjc0dhy521

MATERIAL

AT SCHOOL

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

2)- Scissors. Glue. Waste material (to recycle). Writing/paint/ coloring material. Paper sheets.

3)- Computer or tablet with Paint App(to draw the monsters) or paper sheets and drawing and coloring material

4) - Photo camera or smartphone with a camera

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

6)- Computer, tablet, smartphone…with the Kahoot, Learningapps and Padlet 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)- Scissors. Glue. Waste material (to recycle). Writing/paint/ coloring material. Paper sheets.

3)- Computer or tablet with Paint App(to draw the monsters) or paper sheets and drawing and coloring material

4) - Photo camera or smartphone with a camera

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

6)- Computer, tablet, smartphone…with the Kahoot, Learningapps and Padlet app

- **<u>Age</u>: 3-6 years**

- **<u>Theme</u>: Developing language: "The color monster"**

- **<u>Key- question</u>: Can digital tools help children expressing their emotions?**

GOALS

- Using digital tools to help children developing language skills

- Establish a relationship between writing and oral message

- Use reading and writing with different functionalities in activities, routines and interactions with others

- 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.

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

2 nd Action: Talking with children: "How do you feel?"

3 rd Action: Choose a theme and build a story (at school or with the family), in which at least one of the characters in the story is one of the color monsters

4 th Action: Build the book with all the little monsters stories (made at school / families), through the Book Creator digital application (you can put photos / graphic records)

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

ACTIVITIES

5ᵗʰ Action: Listen to the Color Monster Song and learn it. After you can share it with you family

6ᵗʰ 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=W6wlEp-M4tg

The Color Monster song

The colour monster song - YouTube

Emotions Game (Kahoot app):

https://play.kahoot.it/v2/?quizId=e9321613-3fa5-4244-aeb1-1b5ac7e3292a

Writing Words (LearningApps app)
https://learningapps.org/watch?v=pktxycx3521

MATERIAL

AT SCHOOL	AT HOME
1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;	1)- Book with story or story printed (or recorded) by teacher or link to see the story in a digital tool
2)- Scissors. Glue. Waste material (to recycle). Writing/paint/ coloring material. Paper sheets.	**2)-** Scissors. Glue. Waste material (to recycle). Writing/paint/ coloring material. Paper sheets.
3) Computer, tablet or smart phone with the Kahoot and Book creator app	3) Computer, tablet or smart phone with the Kahoot and Book creator app
4)- Computer, tablet, smartphone…where the children can listen to the "Color monster" song	**4)-** Computer, tablet, smartphone…where the children can listen to the "Color monster" song
5) Tablet / smartphone / Video recorder to record the story created by the family	**5) Tablet / smartphone / Video recorder to record the story created by the family**

·**AGE**: 3-6 Years

•**THEME:** Developing Mathematic thinking- "Counting Colour monsters"

KEY-QUESTION: Can digital tools help children developing mathematic thinking?

Help children to identify quantities through different forms of representation.

Solve everyday problems (involving small quantities), using counting and mathematical operations.

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.

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

2ⁿᵈ Action: Build and play the "guessing game"

3ʳᵈ Action: Make your treasure hunt and help the little monsters discover some objects they have lost along the way:

2 green objects
4 yellow objects
6 blue objects
3 red objects
1 black object
5 pink objects

Count the objects to find out how many objects the little monsters lost.

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

4th Action: Record (in photos / videos / drawings / …) the games ("guessing game" and "treasure hunt" …) that you did at school and with your family. Share the records on ClassDojo)

• **5th Action:** Listen to the Color Monster Song and learn it. After you can share it with you family

6th 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

LINKS

The Color Monster story

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

The Monster Color song

[The colour monster song - YouTube](https://www.youtube.com)

Memory game (LearningApps app)

https://learningapps.org/watch?v=pfhcf9ws221

Math game (LearningApps app)

https://learningapps.org/watch?v=pfjzm8ion21

Image association game (Learning Apps app)

https://learningapps.org/display?v=p333cogu221

MATERIAL

| AT SCHOOL	AT HOME
1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;	**1)-** Book with story or story printed (or recorded) by teacher or link to see the story in a digital tool
2) Paper sheet, Coloring material and scissors	2) Paper sheet, Coloring material and scissors
3) Different colors objects (mentioned in the activities)	3) Different colors objects (mentioned in the activities)
4) Photo camera or tablet or smartphone with camera. ClassDojo app	4) Photo camera or tablet or smartphone with camera. ClassDojo app
5) Computer or tablet or smartphone with Learningapps app	5) Computer or tablet or smartphone with Learningapps app
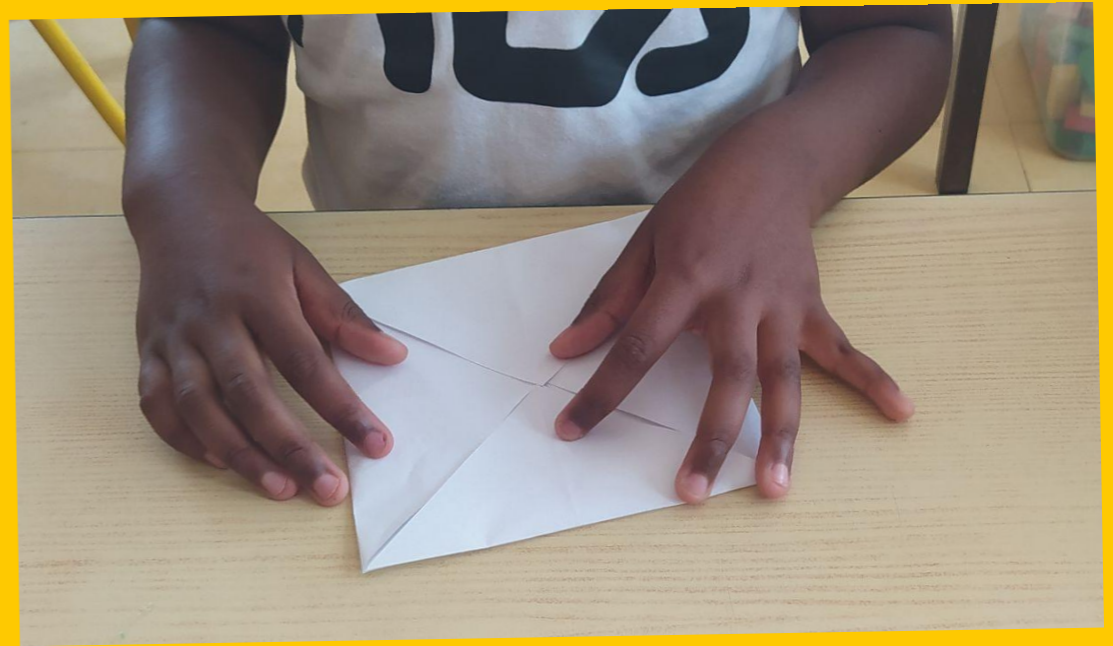
AGE: 3-6 Years

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

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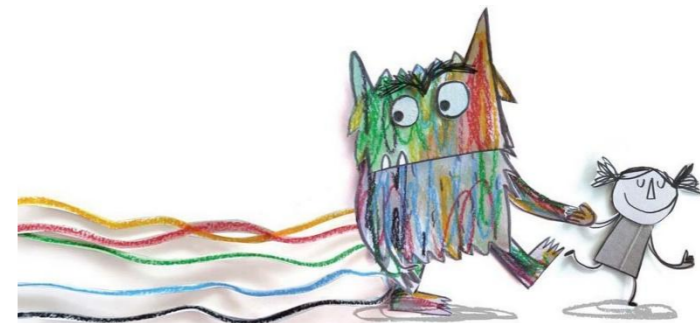
GOALS

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

3.rd 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=W6wlEp-M4tg

The Color Monster song

The colour monster song – YouTube

Monsters Race (Genially app)

https://view.genial.ly/6199475223782c0d5da6e278/interactive-content-corrida-de-monstros

MATERIAL

AT SCHOOL	AT HOME
1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;	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.	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	3)- Computer, tablet, smartphone…where the children can listen to the "Color monster" song
4)- Computer or tablet or smartphone with the Genially app	4)- Computer or tablet or smartphone with the Genially app

CORRIDA DE MONSTROS

- **AGE**: **3-6 Years**

- **THEME:** **Promote the respect for Nature**

- **KEY QUESTION:** **Do the digital tools help children staying more awerness to the nature surrounding?**

GOALS

Show curiosity and interest for nature and the surrounding world

Develop the aesthetic sense from an artistic composition using different elements of nature

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.

- **1<u>st</u> <u>Action:</u>: Listen to the "Color Monster" story (listening, reading, viewing)**

- **2<u>nd</u> <u>Action</u>: Listen to the different sounds present in nature and record the ones that make you feel: happy or sad or angry or calm or scared or full of love and share the recordings on the ClassDojo platform**

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- **<u>3rd Action</u>:Collect elements of nature. Build a piece of art with the collected elements.**

- **Photograph the artwork and share the photos on the ClassDojo platform**

<u>NOTE: adapt the time to the needs and rhythm of each child</u>

4th Action: Listen the "Color monster" song and learn it. Share it with your family

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

Sound game (LearningApps app):

https://learningapps.org/watch?v=pgqt0i0m322

MATERIAL

AT SCHOOL	AT HOME
1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;	- Book with story or story printed (or recorded) by teacher or link to see the story in a digital tool
2)-Computador/ tablet/ smartphone or sound recorder	2) Computador/ tablet/ smartphone or sound recorder
3)- Elements of nature collected by/with the child. Glue. Sheets of paper or recycled paper. Coloring material. Smartphone, tablet or camera.	3)- Elements of nature collected by/with the child. Glue. Sheets of paper or recycled paper. Coloring material. Smartphone, tablet or camera
4)- Computer, tablet, smartphone…where the children can listen to the "Color monster" song	4)- Computer, tablet, smartphone…where the children can listen to the "Color monster" song
5)- Computador, tablet or smartphone with the LearningApps app	5)- Computador, tablet or smartphone with the LearningApps app

If you don't have a computer in your classroom, you can use waste material

to build the games and use them to develop the activities

Respect children interests and learning rhythm

If you see that the child is not interested in the activity, you have two options: look for another strategy to motivate the child or change the activity

Remember that sometimes the best learnings come from the experiences that we share with the child at the moment. Feel free to change activities and adapt them to your child's interests, rhythms and abilities.

FAMILIES TIPS

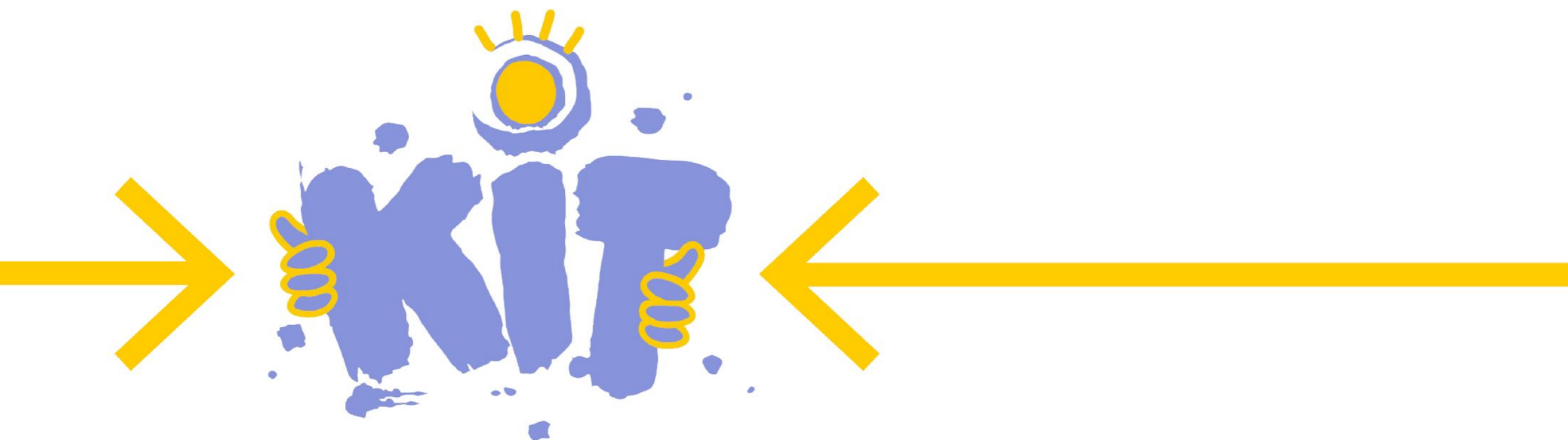- If you don't have the digital resources/equipment at home, you can use waste material to build the games.

- Ask the educator for help. He will certainly have the templates for the games or, who knows, the printed materials that he can share with the family.

- Respect the child's interests, abilities, and rhytm.

- If you have any difficulty in carrying out the activities, remember that teamwork is essential to talk with the educator. He will be happy to help!

- If you see that the child is not interested in the activity, you can switch to another one.

- If your child can't do some of the activities, don't worry. Stay by her side, respect her rhythm and have fun together. Spending time togehter is allways the best activity!

PARTNERS