

Playing with Emotions



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An idea from:

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Age: 3 - 6 years

Keywords: #emotions #colours #photography#padlet

Key question: Can digital tools help children to express their emotions?

General objectives:

- Create opportunities for children to express their emotions through digital tools.
 - Helping the child to recognize and respect their emotions and the emotions of others using digital tools.
 - Using digital tools to strengthen ties between school and family.
 - Use different digital tools to support the pedagogical activities carried out daily and learn to respect safety rules when using them.
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Time: 7 activities with children of 20 minutes each, in a total of 2 hours and 20 minutes

Materials

| At school | At Home |
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| <ul style="list-style-type: none"> • “The Color Monster” book or story file • Projector • Scissors, glue, waste material (recycled), writing/coloring/painting material and sheets of paper • Digital applications (for drawing, ClassDojo, Kahoot, LearningApps e Padlet) • Smartphone/tablet/ digital camera /computer | <ul style="list-style-type: none"> • “The Color Monster” book or story file • Scissors, glue, waste material (recycled), writing/coloring/painting material and sheets of paper • Digital applications (for drawing, ClassDojo, Kahoot, LearningApps e Padlet) • Smartphone/tablet/ digital camera /computer |

Software/ Apps:

| Youtube | Paint | ClassDojo |
|---|---|---|
| <p>Objectives: Knowing the story “The Colors Monster”</p> <p>Learn the song “The Color Monster”</p> <p>Media: Computer; smartphone; tablet</p> <p>Link: Story “The Monster of Colors”: https://www.youtube.com/watch?v=W6wIEp-M4tg</p> <p>Song “The Monster of Colors”: The colour monster song - YouTube</p> <p>Alternatives The educator can record the story and song and</p> | <p>Objectives: Draw an action, according to an emotion (sad, angry, happy ...).</p> <p>Create a Color Monster.</p> <p>Media: Computer; smartphone; tablet</p> <p>Link Paint App: https://play.google.com/store/apps/details?id=com.ternopil.fingerpaintfree&hl=pt_PT&gl=US</p> <p>Alternatives The educator provides drawing/painting material for the child to create their Color Monster and its associated action.</p> | <p>Objectives: Choose your favorite Color Monster. Take a picture imitating him and share the photos on the ClassDojo platform.</p> <p>Media: Computer; smartphone; tablet; digital camera</p> <p>Link ClassDojo App: https://www.classdojo.com/pt-pt/download/?redirect=true</p> <p>Alternatives If it is not possible for the family to record the task in a photograph, a drawing can be made.</p> |

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| <p>send them to children who don't have a computer or other digital tools. You can send the recording via mobile phone or you can send the story/song on paper.</p> | | |
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| <p>LearningApps</p> <p>Objectives: Carry out the games related to the story "The Monster of Colors"</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to association game https://learningapps.org/display?v=po1pkt7d523</p> <p>Alternatives Construction of the game on paper support.</p> | <p>Padlet</p> <p>Objectives: Build a Padlet with photographs/graphic records of the little monsters, shared by families and prepared at school.</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to Padlet App: https://padlet.com/</p> <p>Alternatives Construction of a book with the various records prepared, either by the school or by the families.</p> | |
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Short Presentation

Can digital tools help children to express their emotions? Can we identify emotions through a story? **YES**, with the support of some digital applications (Paint), a digital camera, a smartphone, recycled materials and a lot of creativity, we can identify and show our emotions.

At school with educators and classmates and at home with their families, children visualize and listen to the story "The Monsters of Colors" and the respective song. Each child creates their favorite Color Monster. Using digital equipment, they design a situation that triggers one of the emotions mentioned in the story, in their favorite monster. They take a picture of family members mimicking their favorite Monster's facial expression. They play the "Color Monster" games in the apps. Photographs of activities carried out are shared on Padlet.

Step by Step

| | |
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| Step 1 --- <i>At school</i> | Story "The Monster of Colors" (listening, reading, viewing, ...): the educator defines the medium to be used to tell the story to his group of children (book, YouTube videos, interactive whiteboard, puppets, ...). |
| | For distance learning Story "The Monster of Colors" (listening, reading, viewing, ...): the family listens to the story, using the resource at their disposal (PC / smartphone / tablet /book). |
| Step 2 --- <i>At home</i> | Story "The Monster of Colors" (listening, reading, viewing, ...): the family listens to the story, using the resource at their disposal (PC / smartphone / tablet /book). |
| Step 3 --- <i>At school</i> | "My favorite Color Monster is": using waste material (cardboard, yogurt cups, wool, buttons, ...) the child autonomously creates his Color Monster, choosing the materials, the size and which Color Monster. |



For distance learning

"My favorite Color Monster is": using waste material (cardboard, yogurt cups, wool, buttons, ...) the child autonomously creates his Color Monster, choosing the materials, the size and which Color Monster.

Step 4

At
home

"My favorite Color Monster is": using waste material (cardboard, yogurt cups, wool, buttons, ...) the child autonomously creates his Color Monster, choosing the materials, the size and which Color Monster.

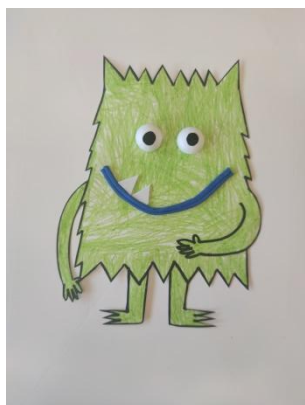


Step 5

At
school

Using a computer/smartphone/with a digital drawing app/ creating something that makes the child feel happy or sad or angry or scared or calm and full of love.

If is not possible to use the Drawing digital application, the child performs the task using drawing material (markers, pencils, paper, paints ...).



For distance learning

Using a computer/smartphone/with a digital drawing app/ creating something that makes the child feel happy or sad or angry or scared or calm and full of love.

If is not possible to use the Drawing digital application, the child performs the task using drawing material (markers, pencils, paper, paints

Step 6

At
home

Invite the family to choose their favorite Color Monster. Take a picture imitating him and share the photos on the Clasdojo platform.

If it is not possible for the family to photograph and share the photographs on Clasdojo, the family only plays the imitation games.

Step 7

At
school

Listening to the song "The Color Monster": the educator defines the support to be used to teach the song to his group of children (recorder, YouTube video, ...).

For distance learning

Listening to the song "The Color Monster": the educator defines the support to be used to teach the song to his group of children (recorder, YouTube video, ...).

Step 8

At
school

Realization of games, from digital applications. If it is not possible to carry out the games through digital applications, the educator builds the games on paper.

For distance learning

Realization of games, from digital applications.

Step 9

At
home

Realization of games, from digital applications.

Step 10

At
school

Construction, through the Padlet digital application, of a mural with photographs/graphic records of the little monsters shared by the families and elaborated at school.

If it is not possible to use the Padlet application, the educator builds an exhibition "Wall of Emotions" in the physical space of the school (placard in the activity room, school Wall ...).

For distance learning

Construction, through the Padlet digital application, of a mural with photographs/graphic records of the little monsters shared by the families and elaborated at school.

If it is not possible to use the Padlet application, the educator builds an exhibition "Wall of Emotions" in the physical space of the school (placard in the activity room, school Wall ...).



Conclusion

| Presence | Virtual |
|---|-----------------------------------|
| <p>The Educator can build a Padlet "Wall of emotions" with children Educator and children can invite families to the exhibition of the "Wall of emotions". Adults support material for the development of tasks with children..</p> | <p>Padlet "Wall of emotions".</p> |

