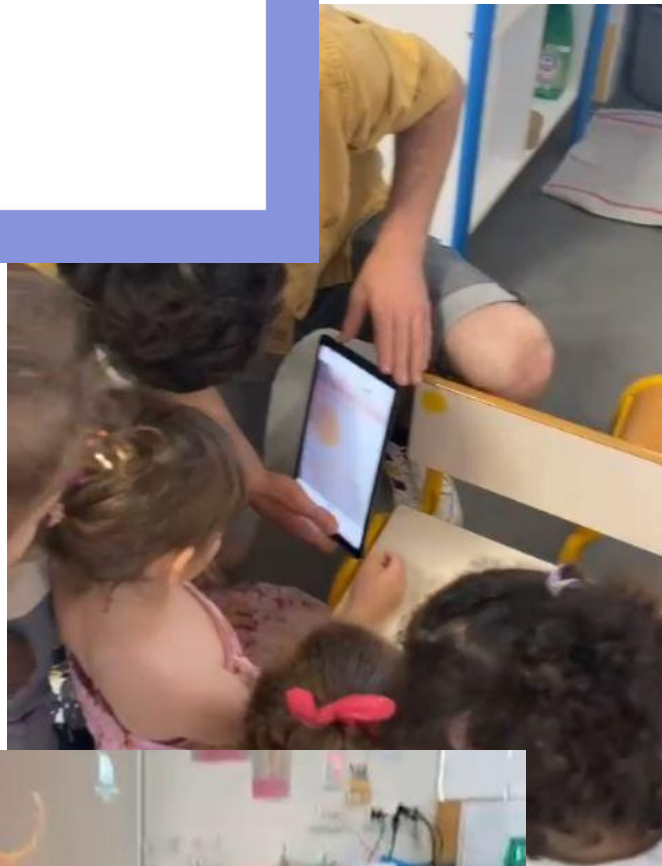


DA #30

Find the Shape!



Find the Shape !

An idea from:

La Fabulerie, Marseilles, France Tested with: **Ecole Maternelle Extérieur, Marseilles, France**

Age: 4-5 years

Keywords: #numeracy #projector #colours #shapes #photography

Key question: *What is this shape ?*

General objectives:

- Recognizing shapes
- Recognizing colours
- Take pictures
- Get familiar with a tablet
- Teamplay
- Create interactive content

Time: 3 activities of 25 minutes each for a total of 1h10

Materials

At school	At Home
<ul style="list-style-type: none">• Smartphone/tablet (recommendation : one digital device for 3 children)• Computer with internet connection• Projector	<ul style="list-style-type: none">• Smartphone/tablet/digital camera

Software/ Apps:

Kahoot Objective: Create and play online quizzes. Media: Computer; smartphone; tablet Link: https://kahoot.com/schools-u/ Alternatives Action Bound Wooclap (subscription needed for more than 2 slides)	Digital camera Objective: Taking pictures Media: Smartphone; Tablet, Webcam Alternatives Old camera, Polaroid
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Short Presentation

In this atelier children learn to recognise geometric shapes and to find occurrences of these shapes in their environment. The ateliers is based on the use of a free online quiz platform : Kahoot. This workshop trains children to use a tablet : navigate, take pictures, create and play interactive content.

Have a look here to discover the activation trailer :

<https://tube.tchncs.de/w/o4kd5ES9oQev4A4yXFXGPh>

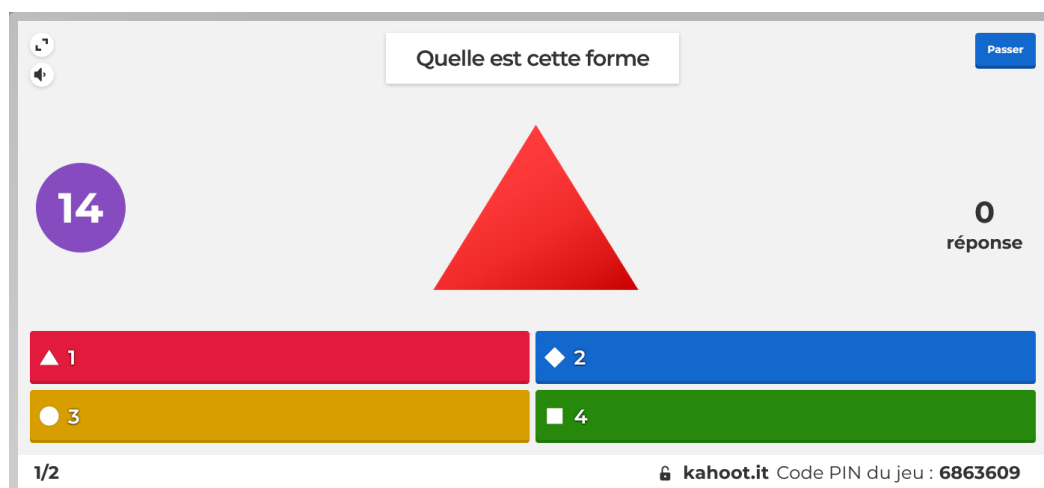
Step by Step

Step 1

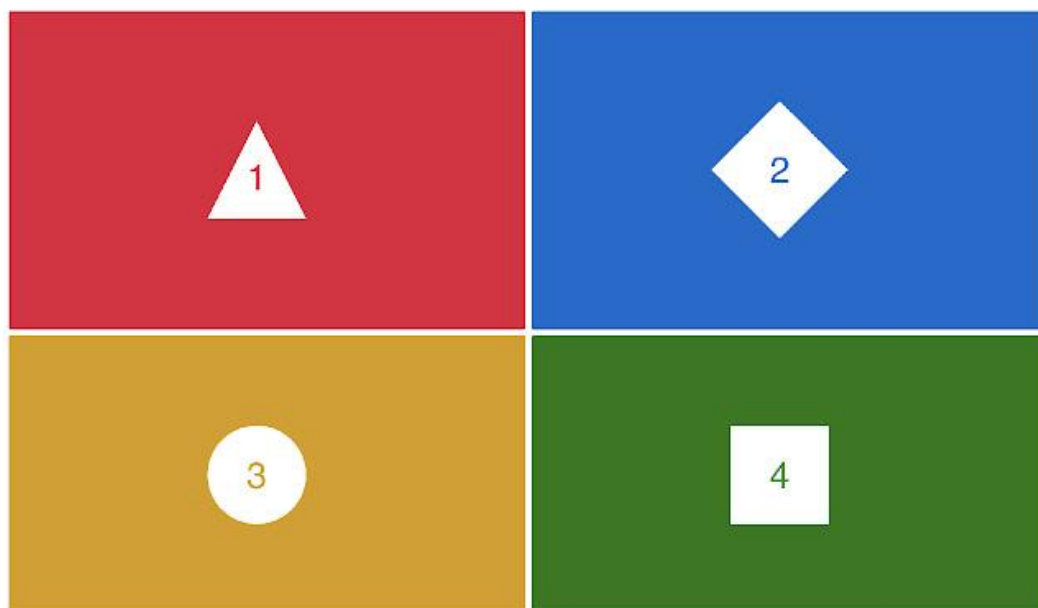
At
school

The teacher launches the Kahoot quiz on the video projector and configures the tablets/phones with the help of its assistant. In small groups, the children, with the help of accompanying adults, answer the questions in the quiz projected by the teacher. It is possible to use the quiz created by La Fabulerie [available here](#) or to create your own quiz on the kahoot.com website by following a tutorial.

Kahoot is an interactive quiz application designed for teachers. The content of the question (or the reference image in our case) will be displayed on the quiz creator's computer. This content will be video-projected so that all children can see the question that the teacher will read out loud. Children can answer the projected question in groups by pressing one of the four answer symbols on the tablet/phone.



Projected question



What the children see on their device to answer the question



Example of play

WARNING ! Kahoot is thought for older children that read. With preschoolers, the way kahoot works makes it only possible with the given shapes : red triangle, green square, blue diamond and yellow circle.

Tip : It is possible to work using just shapes and not colours by changing all the images uploaded to black and white.

For distance learning

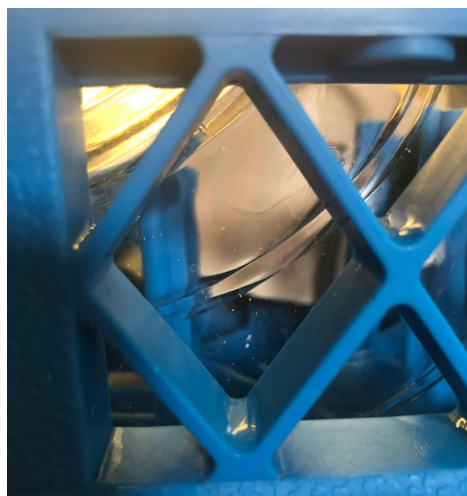
A link to the kahoot game is sent to parents. They can play the game at home with their children.

Step 2

At home, the children have to find objects or patterns that match the four shapes from the kahoot : red triangle, blue diamond, yellow circle

At
home

and green square. They have to take a picture of each shape. Afterwards, the parents have to send the images to the teacher.



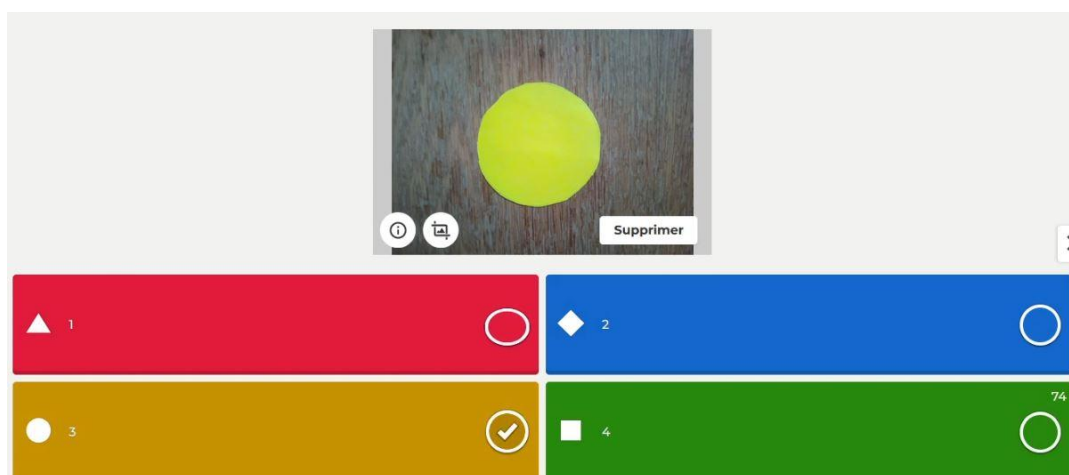
Yellow circle and blue diamond

Tip : Children can be asked to draw the shapes they haven't found in the school or at home and take a picture of their drawing.

Step 3

At
school

The photographs taken at home are uploaded in a new kahoot by the teacher. Once again, the children play the kahoot but this time with photographs taken by their friends at home or in school during step 2.




For distance learning

A link to the kahoot game created by the teacher is sent to parents. They can play the game at home with their children.

The parents are encouraged to create their own kahoot game and share it on the classroom communication network.

Conclusion

Presence	Virtual
<p>The teacher can combine the kahoot activity with art & craft activities. Pupils can use painting, cutting and pasting, to draw the shapes sawn in the kahoot. The result of these crafting activities can be photographed and serve as material to another kahoot game.</p>  <p><i>To get some idea on how to set up a digital exhibition in school we invite you to read the lecture 3 of the e-learning module 3.</i></p>	<p>The same crafting activity can be proposed to the parents. After the crafting, the children take pictures of their work and send it to the class social network.</p> <p>Also, children and their parents can try and have fun with the Oh ! app available for free on IOS and android. It's very intuitive ! Try to make a world out of the kahoot shapes, red triangle, green rectangle, yellow circle and blue diamond.</p> 