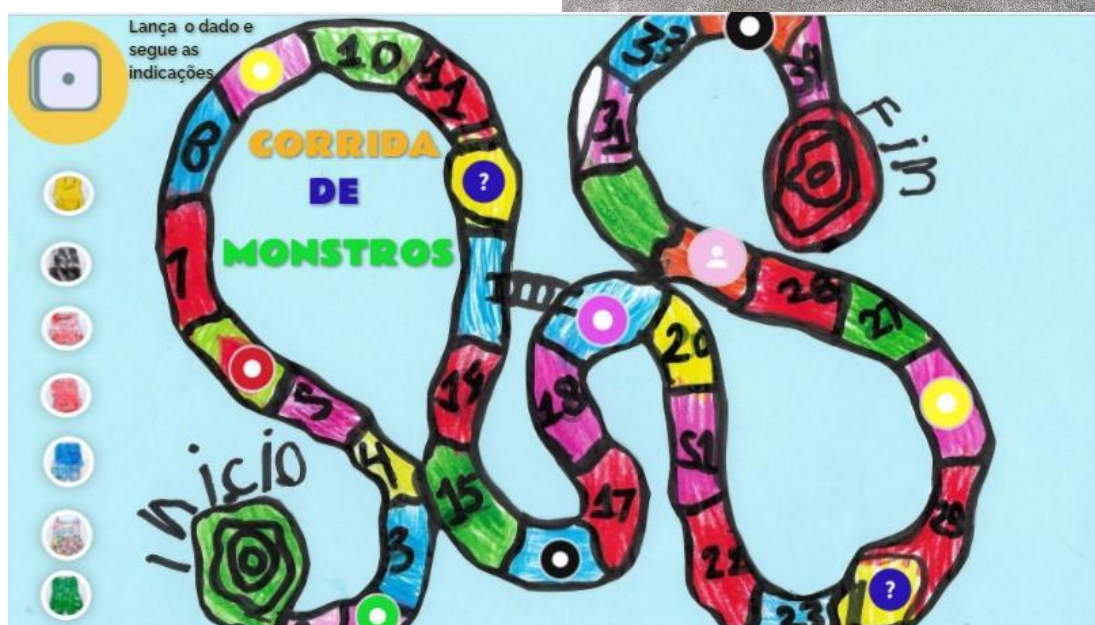


# Jumping with Monsters



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## An idea from:

Educator's team - Agrupamento de Escolas de Santo António- Barreiro-Portugal

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**Age:** 3 – 6 years

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**Key words:** #physicalactivity #sport#movement#outdoorgames#boardgame#Genially

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**Key question:** How can digital tools influence children's physical skills development?

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## General objectives:

- Using digital tools as facilitators of children's physical development.
  - Learning to respect group rules, to cooperate as a team (cooperate in game situations, learn to follow instructions and respect social rules).
  - 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:** 5 activities with the children of 20 minutes each for a total of about 1 hour and 40 minutes

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## Materials

At school	At home
<ul style="list-style-type: none"> <li>• Book/Computer/Tablet/Camera</li> <li>• Physical Education Material (bows)</li> <li>• Interactive Whiteboard</li> <li>• Sheets and pens to paint</li> <li>• Scissors and glue</li> </ul>	<ul style="list-style-type: none"> <li>• Smartphone/Tablet/computer</li> <li>• Physical education material or other material they have at home</li> </ul>

## Software/ Apps:

<p><b>Youtube</b></p> <p><b>Objective:</b> Visualization of the story and listening the song "The Color Monster"</p> <p><b>Media:</b> Computer; smartphone; tablet</p> <p><b>Link to the story:</b> <a href="https://www.youtube.com/watch?v=W6wIEp-M4tg">https://www.youtube.com/watch?v=W6wIEp-M4tg</a></p> <p><b>Link to the song:</b> <a href="#">The colour monster song - YouTube</a></p> <p><b>Alternatives</b> Media/Software: Reading the story on paper (or another platform used by the school)</p>	<p><b>Genially</b></p> <p><b>Objective:</b> Playing the game "Race of Monsters"</p> <p><b>Media:</b> Computer; smartphone; tablet</p> <p><b>Link to the game:</b> <a href="https://view.genial.ly/6199475223782cod5da6e278/interactive-content-corrida-de-monstros">https://view.genial.ly/6199475223782cod5da6e278/interactive-content-corrida-de-monstros</a></p> <p><b>Alternatives</b> Construction of a game on physical support using physical education material or other material that they have at home;</p>	<p><b>ClassDojo</b></p> <p><b>Objective:</b> Strengthen the school-family relationship</p> <p><b>Media:</b> Computer; smartphone; tablet</p> <p><b>Link to ClassDojo App:</b> <a href="https://www.classdojo.com/pt">https://www.classdojo.com/pt</a></p> <p><b>Alternatives</b> Registration of the task on photographic paper or in a drawing.</p>
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## Short Presentation

How can digital tools influence a child's physical development? Digital tools stimulate children, as they are an instrument that attracts them, leading them to develop and conquer new learnings.

In kindergarten, they collaborate in the construction of the Game "Race of monsters" with the Genially app and later explore it in the playground at school and at home with their families.

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## Step by Step

<p><b>Step 1</b> --- <i>At school</i></p>	<p>Story: "The Color Monster" (listening, reading and viewing) Construction of the Game "Monster Race" in the Genially app.</p> <hr/> <p><b>For distance learning</b> Through a message (electronic mail, WhatsApp, Clasdojo) families are invited to learn about the story: "The color monster" and the game "Monster race".</p>
<p><b>Step 2</b> --- <i>At home</i></p>	<p>The children, with the help of their families, visualize the story, play the Game and take pictures, which they then share on Clasdojo.</p> 

**Step 3**

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At  
school

Children play the game virtually and later play it outside (playground), using arches.

**For distance learning**

Through a message (email, WhatsApp, Classdojo) families are invited to listen to the song: "The Colors Monster".

**Step 4**

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At  
home

As a family, dance to the sound of the song: "The Colors Monster". Record the dance and share it in the ClassDojo app.

**Step 5**

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At  
school

View videos made by families.



### For distance learning

Using the Genially digital application, children play the created game. Using the ClassDojo digital application, the development process of the Digital Atelier is recorded in conjunction with the families, through digital recording (photographs, videos, comments).

## Conclusion

Presence	Virtual
<p>The school organizes the game "Monsters race" outside (playground). The children collaborate in the realization of the virtual game "Monsters Race". The children watch the videos made with their families.</p>	<p>Through ClassDojo or any means of dissemination (blog, newsletter, Facebook, website) used at school can be shared with families, the final product</p>

