

POP-UP LEARNING

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ACTIVE GAMES KIT



Active games are very valuable for the general education of the child: they develop the motor skills of basic movements (walking, running, jumping, throwing, carrying things, etc.), improve coordination of movements, and temper the body. Most active games are characterized by racing, the child is emotional, his creative playfulness is activated, mental and physical (ingenuity, strength, dexterity, endurance) and moral qualities are improved.



Erasmus+

THE SIGNIFICANCE OF GAMES IN THE PROCESS OF THE CHILD'S EDUCATION

The game is a historically formed social phenomenon, an independent field of activity that is characteristic of man (Džiuve, 2003). The game can be like cognitive, educational, recreational, active recreation sports activities, because while playing, the child accumulates experience, forms activity skills, understands the relationships between people, solves problems, thinks, creates. It is important that the child plays games that have an educational function – developing general and fine motor skills, expanding vocabulary, etc. Through the game, contact with the child more easily occurs.

Playing active games in nature pursues the following goals:

- to develop children's physical qualities;
- to encourage a more active acquaintance with the nature of one's own land, to see its beauty;
- to develop children's honesty, discipline, conservation skills, collectivity; to form practical skills of behavior in nature; to teach how to perform tasks collectively, to work together to achieve the best possible results.



SCAN ME



The game conspectus includes 20 active games that can be played in nature while in the fresh air.

Toys and games now and in ancient times

PE teachers faced challenges during the pandemic and needed to create ways to keep students fit.

Most games and activities need physical presence and it is difficult to transform them into interesting online lessons.

A lot of students tend to think a game is only a video game and spend hours in front of a screen. After a discussion, students referred to board games they used to play with friends in sleepovers games and activities they used to play before the pandemic outside and they missed.

When kids did not have video games consoles...



Games in ancient times: chess, board games with numbers and coins, miniature horses run.

Toys and games now and in ancient times

Toys museum in Greece: 'Pygolampides' suggests video tour in the museum for teachers and students.



Traditional games : salt, good-morning king, pentovola, treasure hunt Information and instructions were offered to students both for ancient and traditional games. They also watched videos so they can take ideas.

Ask students make a dialogue with their parents and learn what their mum and dad used to play. They can take ideas of games played with simple things we all have at home such as bottles, rocks, old clothes, ball, rope, hats, cooking equipment.

Suggested activity:

students have to create their own game, write rules and instructions, find a title and present it to their classmates in the next lesson.

Kids found out there are a thousand games they can play in and out without a screen, with simple things, with their parents, brothers or sisters in case they cant meet any friends in Covid situation.

In this way they use all the senses, they have to be creative and innovative.