**Teacher’s name: Pavlina Kazakova – 182 Preschool and kindergarten “ Bee” - Pasarel**

* Title of the game : Let's count to 5

*General aim of the game:*

* During the game, children master skills:
* 1. To guide and manage RoBy along a chosen route.
* 2. To count to 5 in a straight line and to count objects to 5.
* 3. To orient themselves in the main directions - forward, backward, left, right.
* 4. To determine the location of an object.
* *Age range addressed: 5 years old.*
* *Robot that can be used for this game:* MIND Clementoni robots.
* *Link to the game instructions and game-boards to be printed:*

**Description of the board:**

The playing field consists of cells arranged in 4 rows and 6 columns. The cells are squares with a side of 15 cm. Cards with pictures of food products are placed in several cells. START is marked in the upper left corner /снимка 1/.

**Other useful materials:** 1. Food cards for the playing field /photos 2-8. 2. Cards with numbers from 1 to 5. The field of cards with numbers is divided into 2 parts. The number is marked in the upper part, and points are marked in the lower part /photo 13/.

**Phases of the game:**

1. **Preparation:**

In advance, the topics are discussed with the children:

*1. Why is it necessary to study mathematics?*

*2. What is a healthy diet?*

The cards with the numbers from 1 to 5 are placed on the table.

The playing field with the cards on which the food products are depicted is placed on the floor.

**Start of the game:**

1. All children participate in the game, divided into 2 teams of 5 children each.

2. Each team arranges the cards with the numbers from 1 to 5.

3. The robot is placed on the START field.

4. One of the teams stands next to the playing field and with ROBY they start the game.

**c. Core phase of the Game**

The game takes place in 3 parts:

1. Counting to 5: The teacher focuses the children's attention on the table with cards and sets the task of arranging them in sequence. The first team puts the cards in order. /снимка 9/. The first team arranges the cards sequentially from 1 to 5. After it - the second team.

2. Healthy eating: On the playing field, each team needs to choose 5 products to make a sandwich. The robot is launched at START. The first child from a team chooses one product, the second - chooses 1 product as well, etc. until 5 products are selected. The other team works in the same sequence /снимка 10/.

3. Броене на продуктите: Децата подреждат под цифрите /1-5/, продуктите, които са избрали. Всяка цифра определя последователността на продукта при приготвяне на сандвича /снимки 11-12/.

**d. Conclusion:**

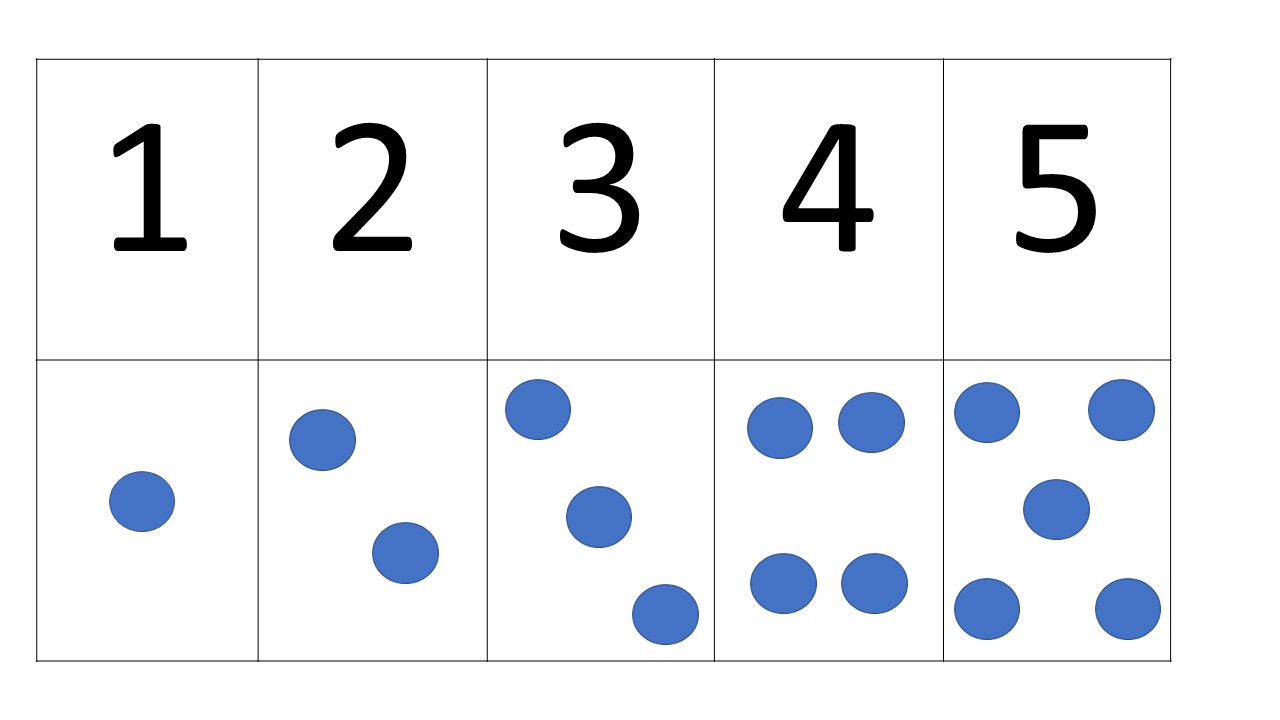
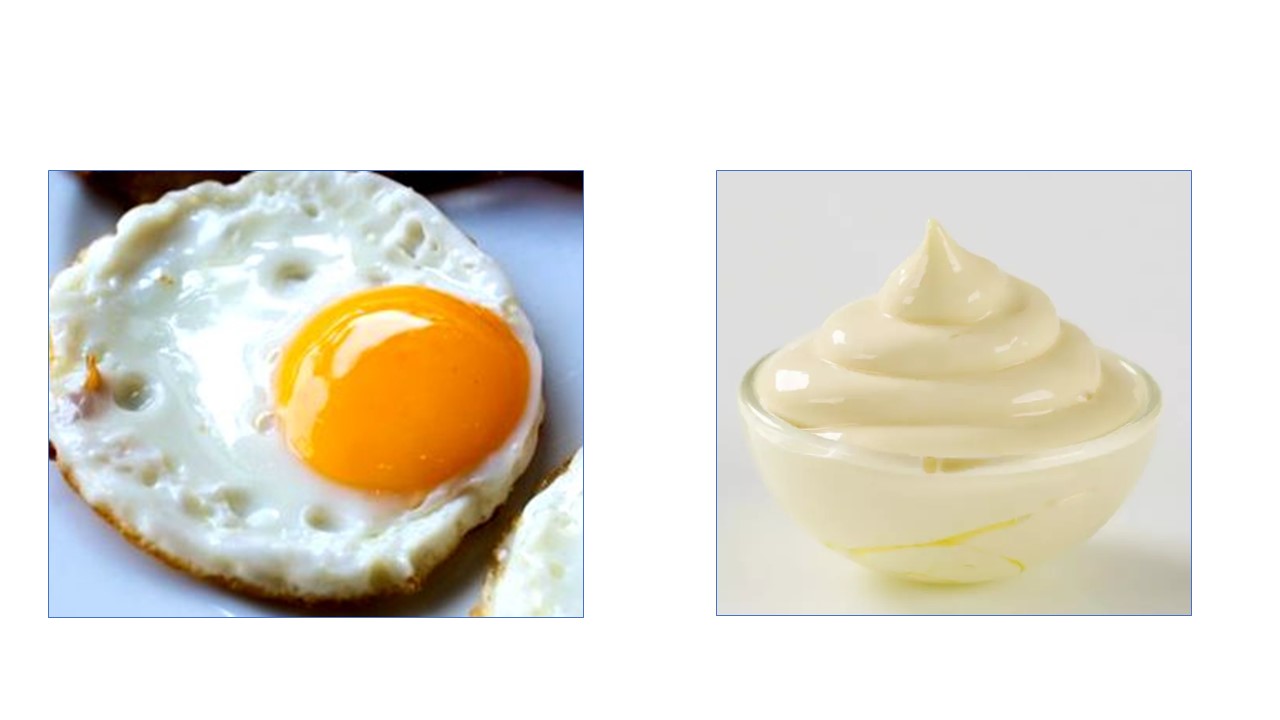
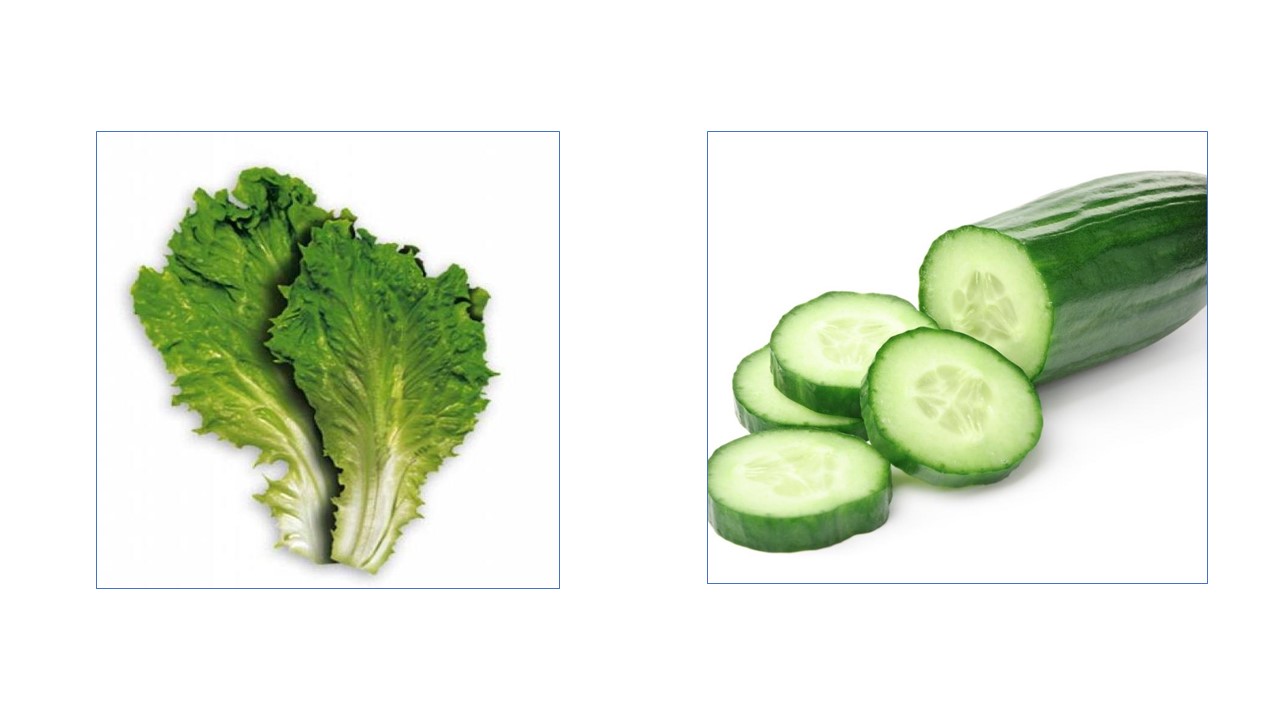
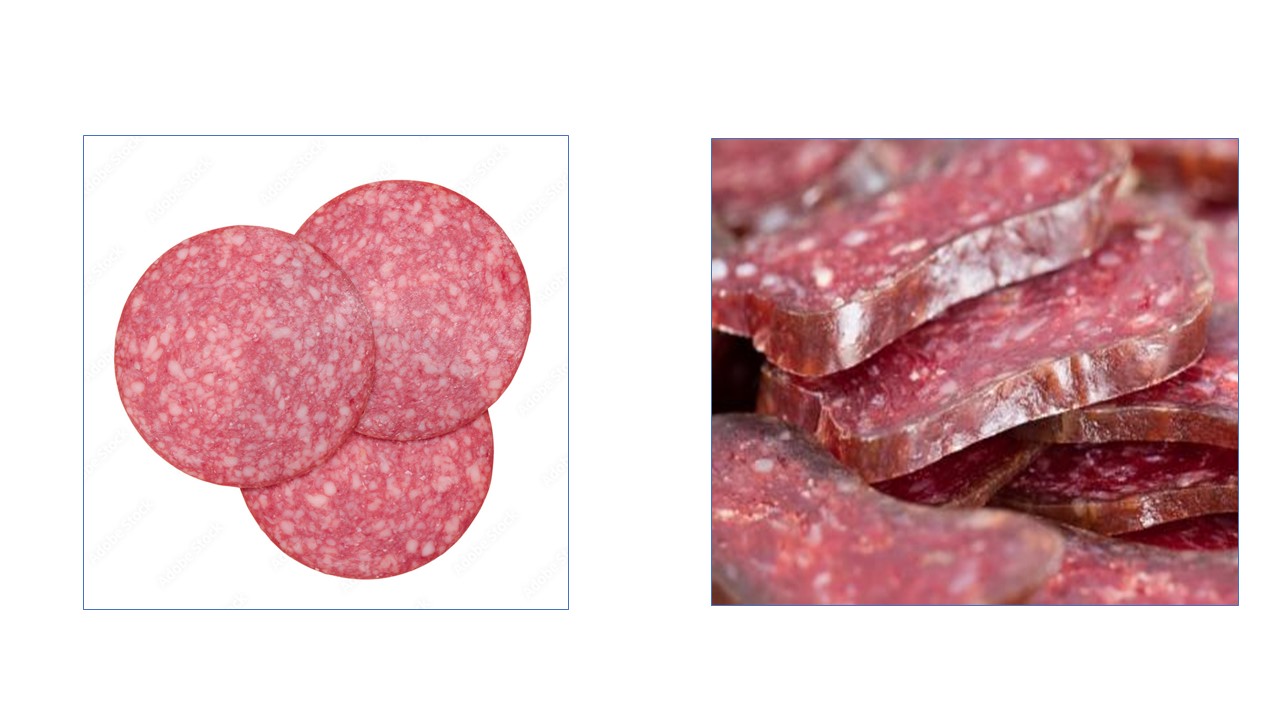
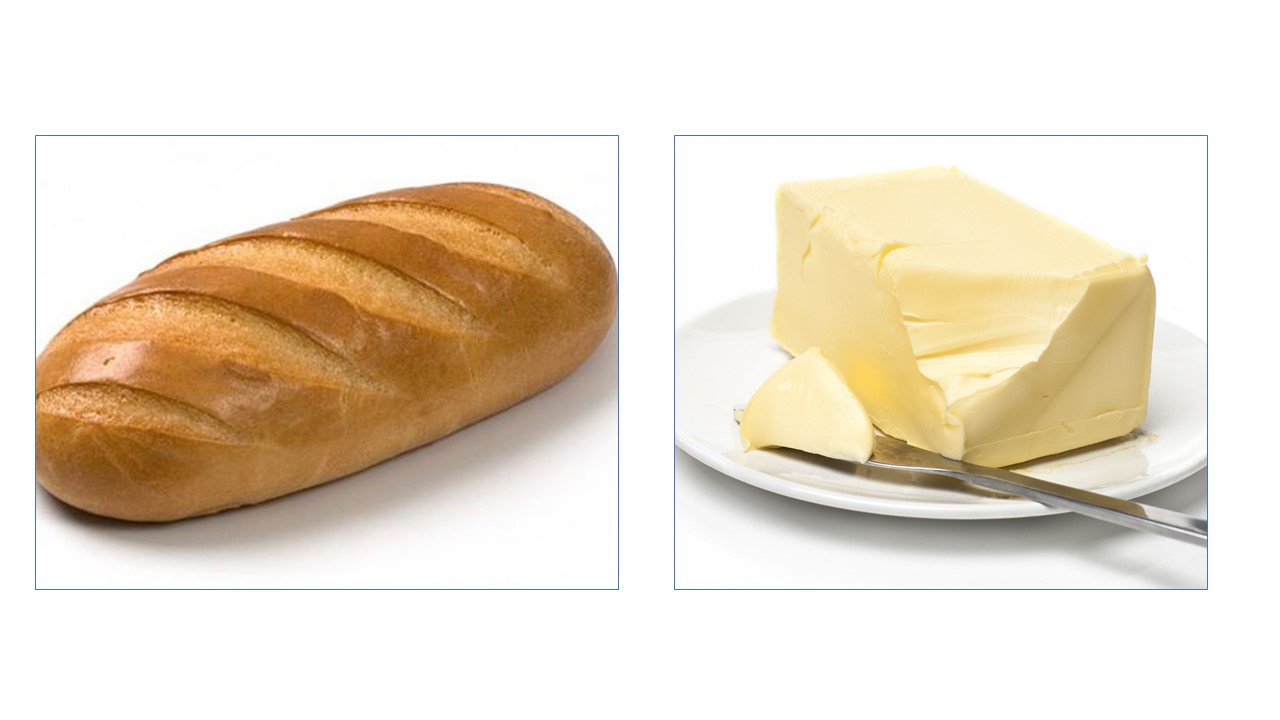
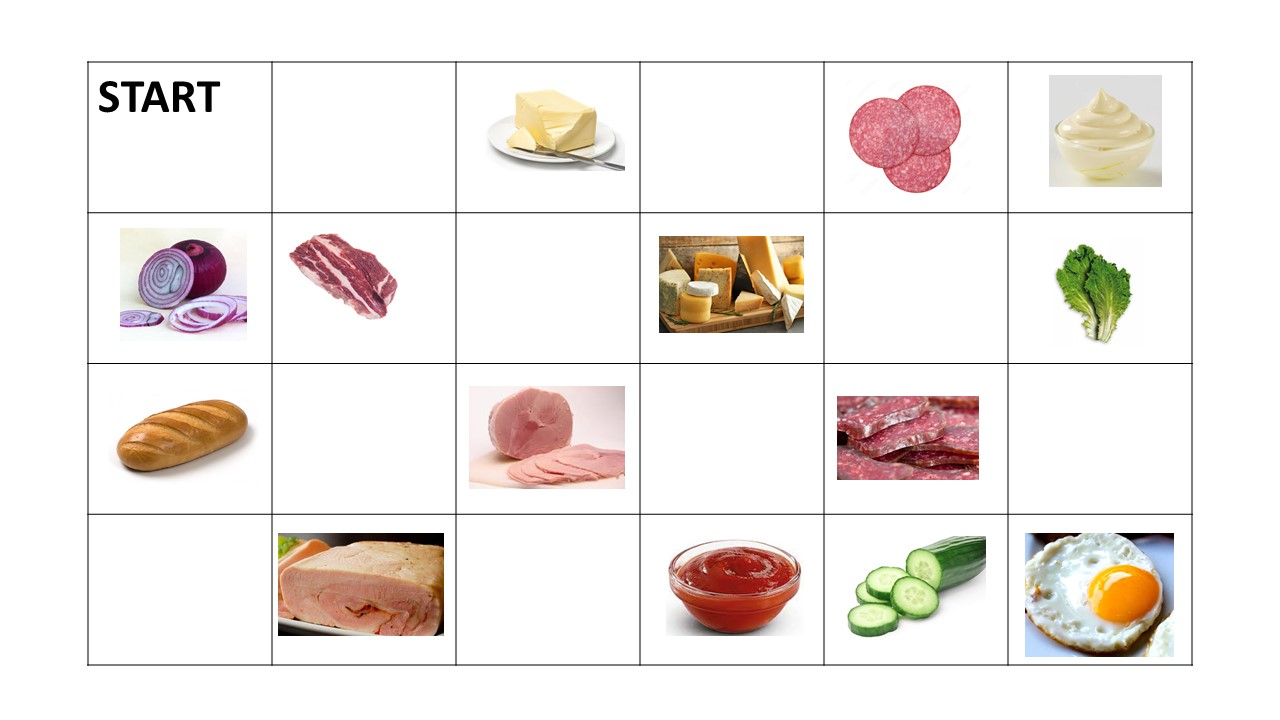
Children are able to:

- operate a robot and manage it along a selected route;

- count from 1 to 5 in a straight line and count products/items/;

- determine the location of an object and orientate in the main directions /forward, backward, left, right/.

**Variants**

The game can be used to learn other numbers and to make other menus for healthy eating.