



Valsts izglītības attīstības aģentūra



Līdzfinansē
Eiropas Savienības
Erasmus+ programma



Alf Preisen fairy tale "A kid who can count to ten".

Creativity and entrepreneurship.

The child develops several solutions for routine activities, takes initiative, learns to be aware of himself / herself as an active and creative person, wants to learn new skills;

Cooperation.

The child expresses his or her thoughts and feelings, learns to listen to others and express their opinions, learns to coordinate with others, learns to work with a common goal, to take responsibility and to share responsibility;

The result to be achieved:

Listens to a fairy tale, retells it.

Observes illustrations, generates ideas and applies them in creative work.

Is able to use various materials to accomplish a specific task.

Distinguishes different pets by their appearance and is able to characterize their appearance.

Counts from one to ten, is able to count from one to ten, using different materials.



Activity	Teacher activity	Child activity	Resources needed
<p>First day. Reading a fairy tale, studying illustrations.</p> <p>Count up to ten, using fairy tale characters, illustration cards with pets.</p>	<p>Reads a fairy tale and shows illustrations in a book. Ask questions about what you heard and what you saw.</p> <p>Shows cards with pets, telling them what they are, their characteristics and sounds they make. Give children plastic numbers. Encourage children to place the corresponding numeral on the relevant pet card after the fairy tale.</p>	<p>Listens to a fairy tale and looks at illustrations. Answers the questions asked, tells their feelings.</p> <p>Studies cards with pets, tells what they look like and what sounds they make. Searches for the corresponding number to place on the card after the fairy tale.</p>	<p>A fairy tale book.</p> <p>Pictures with pets as in a fairy tale. Numbers made of plastic.</p>
<p>Day Two. Telling a fairy</p>	<p>Tell a fairy tale by illustrations. Take pauses</p>	<p>Listens to what is being said and looks at the</p>	<p>A fairy tale book.</p>

<p>tale by book illustrations.</p> <p>Build a fairy tale image from a variety of materials.</p> <p>Third day. Invent a fairy tale sequel.</p> <p>To stage a puppet theater.</p>	<p>in the tale so that the children can tell what they remember.</p> <p>Offers a variety of work materials, encourages you to choose one fairy tale character to create.</p> <p>Tell the fairy tale again. Divide the children into smaller groups. Encourage children to figure out what could happen next in the tale?</p> <p>Ask questions about puppetry and offer to make your own play based on the fairy tale you are listening to using the toys in the group. Set up stage from work bench.</p>	<p>illustrations, tries to narrate by illustrations, telling what they remember from reading the previous day.</p> <p>Chooses a character from the fairy tale and the material to work with. Creates a fairy tale character, each in its own way.</p> <p>Thinks the sequel to the fairy tale, tells other groups of children.</p> <p>Tells if they have been to a puppet theater and how they liked it. Searches the group for the toys they need based on fairy tale characters.</p>	<p>Modelling clay, paper, cloth pieces, application paper, colored pencils, felt-tip pens, glue, scissors, natural materials - beans, tree leaves.</p> <p>Toys for pets, cardboard for the stage. Work bench.</p>
---	--	---	---