

KID_Preneurship 2020-1-LV01-KA201-077505



ACTIVITY NAME	Card game: What is the Value
OUTPUT NUMBER	IO2
PARTNER	ArtSmart
ACTIVITY & CLASS	Team Work and Communication 8-10 Years old
DURATION	30 minutes
OBJECTIVES	Main: Learn that different things have different value. And to have one thing, we usually have to give up from something else, which is an overall lesson this activity should teach. Secondary: Strengthen the skill of counting
MATERIALS	<p>Cards with different things that the class sees and uses in their everyday life. Prepared designs of cards:</p> <ul style="list-style-type: none"> • Candy bar • Apple • Ice Cream • Milk • Teddy Bear • Bicycle • Computer <p>Teacher can prepare additional cards on necessity. Cards should be printed before the class, preferably with colors. The size is not predefined, they can be A6 or A7 or different sizes, the most valuable cards can be the largest ones.</p> <p>Amount of cards also is not predefined, however the least valuable things should be printed the most and teacher should follow that "Exchange rates" of things function.</p> <p>"Exchange rates" can be the following (can be changed by teacher):</p> <ul style="list-style-type: none"> • 1 Apple is 1 Candy Bar • 1 Ice Cream is 2 Candy Bars or Apples

	<ul style="list-style-type: none"> • 1 Milk is 2 Ice Creams • 1 Teddy Bear is 5 Milk packages • 1 Bicycle is 10 Teddy Bears • 1 Computer is 5 Bicycles <p><i>To Sumup - 1 Computer is 1000 Candy Bars ☺</i></p>
LEARNING ACTIVITY METHOD	<ul style="list-style-type: none"> • Teacher prepares the cards, at least 1 Computer, at least 5 bicycles, at least 10 teddy bears, at least 10 milk cards, at least 20 ice creams Candy Bars and apple cards. • Teacher can either act as a “bank” and exchange less valuable cards to more valuable or give out all cards to the class and let the pupils themselves to make exchanges; • During the process teacher emphasizes that to get something, one should give up from some thing else. Or in everyday life, if kid wants a new Teddy Bear, it is worth something, in this case 10 Ice Creams. • The activity can be done until the end of the class or while most of the kids get to what they desire the most.
VISUALS Images/videoclip	Card design examples are attached
TEACHER PREPARATION	Teacher should prepare cards, minimal amount listed above in “Materials”, however, the larger is the group, the more cards should be prepared. Teacher can introduce its own cards or its own “exchange rates”
TEACHER’S EVALUATION	<ul style="list-style-type: none"> • Has the activity helped the class to conduct critical thinking? • Has the activity helped the class to understand that everything has some value • Has the activity helped class to develop its skill of counting and basic maths.