

Template for sharing of ideas, activities, and materials between European teachers



EDUCATION  
OUT OF THE BOX

<b>Title</b>	Bigger, Smaller or equal?
<b>Learners' age</b>	From 7
<b>Approximate duration</b>	10 min per activity

<b>Subject</b> (please check X)				
<input type="checkbox"/> mother language	<input type="checkbox"/> art and culture	<input checked="" type="checkbox"/> mathematics	<input type="checkbox"/> sciences	<input type="checkbox"/> technology
<input type="checkbox"/> philosophy/religions	<input type="checkbox"/> history	<input type="checkbox"/> geography	<input type="checkbox"/> music	<input type="checkbox"/> physical education
<input type="checkbox"/> ICT :	<input type="checkbox"/> other :			

<b>Learning objectives</b>	<b>Enhance thinking and problem-solving skills.</b>
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<b>21<sup>st</sup> century skills that activity will improve</b>	
<b>Life competence</b>	<b>Digital competence</b>
<input type="checkbox"/> Personal self-regulation flexibility wellbeing	<input type="checkbox"/> Information and media literacy understand the content in digital environment create and adapt a search access to digital information and navigate between them
<input type="checkbox"/> Social empathy communication collaboration	<input type="checkbox"/> Communication and collaborative learning interact through a variety of digital technologies be aware of behavioural norms share digital content with others protect one's own reputation
<input type="checkbox"/> Learning to learn growth mindset critical thinking managing learning	<input checked="" type="checkbox"/> Digital content use and creation use digital technologies to visualize and understand concepts create, modify or edit digital content in different formats plan and develop a sequence of understandable instructions (code)
<input type="checkbox"/> Creativity curiosity open-Mindedness imagination problem solving	<input type="checkbox"/> Responsible use protect devices and understand risks and threats understand safety and security measures

<b>What would you like to share?</b>		
<input type="checkbox"/> classroom activity	<input checked="" type="checkbox"/> online activity	<input type="checkbox"/> outdoor activity
<input type="checkbox"/> in-school activity <input type="checkbox"/> teacher guidance <input type="checkbox"/> autonomous	<input type="checkbox"/> at home activity <input type="checkbox"/> parental guidance <input type="checkbox"/> autonomous	
<input type="checkbox"/> video	<input type="checkbox"/> information document	
<input checked="" type="checkbox"/> digital game for children	<input type="checkbox"/> powerpoint presentation	
other :		

<b>Resources required</b>	
Human	no
Material	Online game
Digital	yes

**If you are sharing an activity, please also complete the following:**

**Description/instructions of the activity/activities**

*Please describe here the activity/activities you want to share, in as much detail as possible.*

**The game is about numbers. It will be an online educational game. The child will be presented with two numbers in the screen and he will have to state if the first number is bigger, smaller or equal to the second number. Each time the answer is correct, the child will see a chart being fulfilled with a gauge to visually motivate the child. There is no score but a gauge to fulfil to go to the next level.**

**Evaluation of the activity/activities**

*If an activity evaluation is planned in your process, please add it here. This evaluation can relate to the achievements of the activity or the experience of the activity.*

The evaluation will be two tests of 10 min each of this activity. The child will try to do it as fast as he can. The mark will be out of 20.