

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



EDUCATION  
OUT OF THE BOX

<b>Title</b>	Sound matching cards
<b>Learners' age</b>	<b>From 1 to 5</b>
<b>Approximate duration</b>	<b>20 min per activity</b>

<b>Subject</b> (please check X)				
<input checked="" type="checkbox"/> mother language	<input type="checkbox"/> art and culture	<input type="checkbox"/> mathematics	<input type="checkbox"/> sciences	<input checked="" 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 : literacy			

<b>Learning objectives</b>	<b>Early literacy skills</b> <b>Motor and hand eye coordination</b> <b>Phonological awareness, manipulating and playing with sound</b> <b>Aims at giving kids rock solid foundation for phonics</b>
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<b>21<sup>st</sup> century skills that activity will improve</b>	
<i>Life competence</i>	<i>Digital competence</i>
<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 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 type="checkbox"/> digital game for children	<input type="checkbox"/> powerpoint presentation	
other :		

<b>Resources required</b>	
Human	yes

Material	Have a online game where you can either choose cards or make yours. If you make your own cards, keep in mind to place several images that have the same sounds. You will have the main object in the center like a fox. The other pictures will be all around the card and the child will have to look for an image that sounds like a fox, like a fork, or a frog. You also need to put images that have nothing to do with the sound the image does so this is more challenging for them. They will circle the image that sounds the same. As this is an online game, children will have their cards on their screen and they will have to circle them with the online tool to circle.
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 child will need a computer. According to the image in the center of the card, the child will try to recognize the exact same sound in another word. He will circle the image that sounds the same. Do this activity for 20 minutes.**

**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.



