

Prosocial Week 2019
Table of description of the activities
Maths, Language and artistic Lab -Learning by gamifying

Teacher(s) Name and Surname	Ana Vivas Gómez
School (Name + city)	CEIP Miguel de Cervantes Valladolid
Class(es) involved	1º Primary school
Age of the students	6-7 y.o
Number of students	24
Disabilities	Yes
Special Educational Needs	Yes
Prosocial value(s) chosen (even more than one)	cooperation help each other emotions empathy positive relationship inclusion
Motivate your choice	Maths, Language and artistic Lab.
Date(s) of the activity	Once a month
Duration	1,5h each workshop
Material used	Editorial resources (Santillana), own material.
Subjects involved	Literacy and math
Description of the activity	<p>Preparation: The teacher create different centers with activities that the students in group need to solve. They need work together to complete the tasks and cooperate each others. Some of the centers are:</p> <p>Literacy:</p> <ul style="list-style-type: none"> -Syllable sorter board - Dominos with words and imagens. - Storytelling cards -Scattergories - Word categories - Computers games - Visual acuity

Math:

- Puzzles
- Series of colors, numerical,sharpes...
- Addition games
- Sustration games
- Numerical ordering
- Hairdresser game

Implementation:

The teacher makes a brief explanation about every center and the rules of the games.

The students are in groups of 4. They are playing in every station or center for about 15 min.

Conclusion

At the end of the session, the students collect the material of the games and in the assembly they explain what they liked the most and what they least liked and how they felt.

Material produced





The activities are collected in this blog:

<https://dulcineayquijote.blogspot.com/search/label/1%C2%B0%20Educaci%C3%B3n%20Primaria>

Students' feedback

Unformal methods:

The opinion of the students is collected at the end of each workshop in a small assembly where the students analyze their work and how they have felt.