

DIDUNAS
Digital Identification and Support of
Under-Achieving Students

*ACTIVITIES FOR PARENTS WITH
CHILDREN*

Erasmus+
Enriching lives, opening minds.



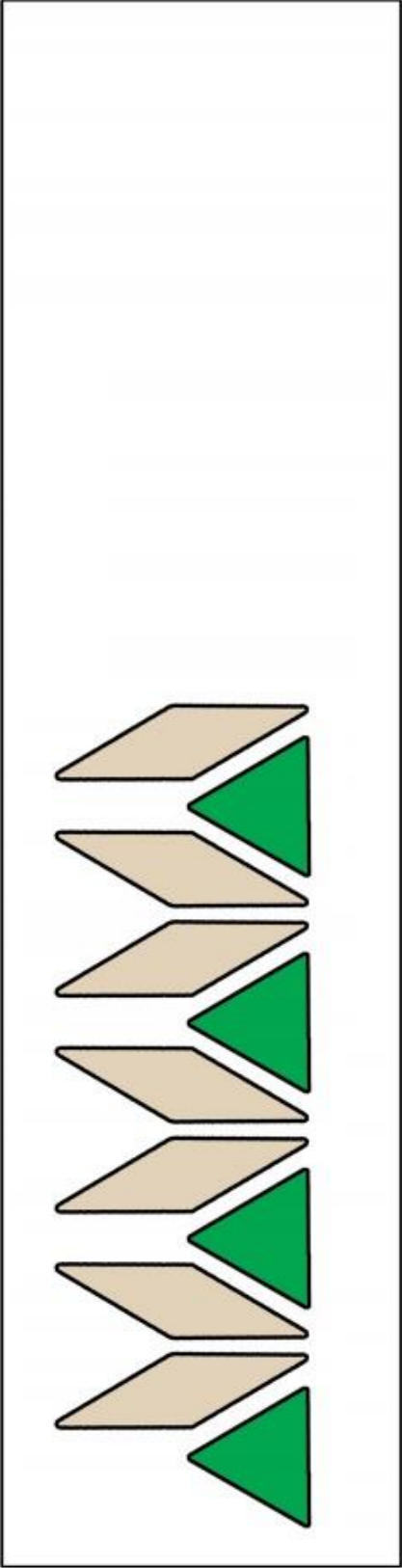
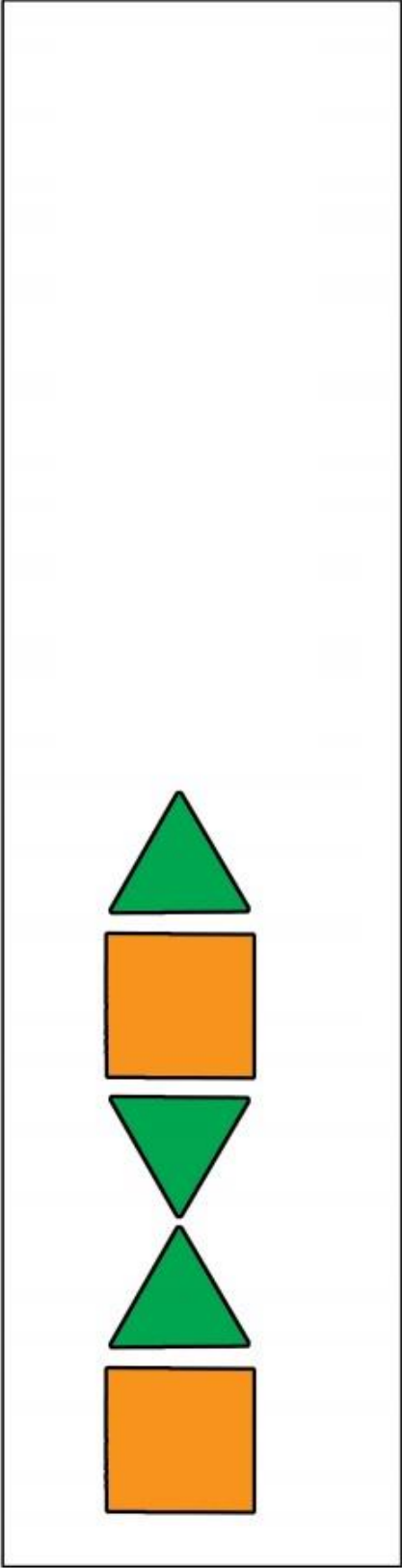
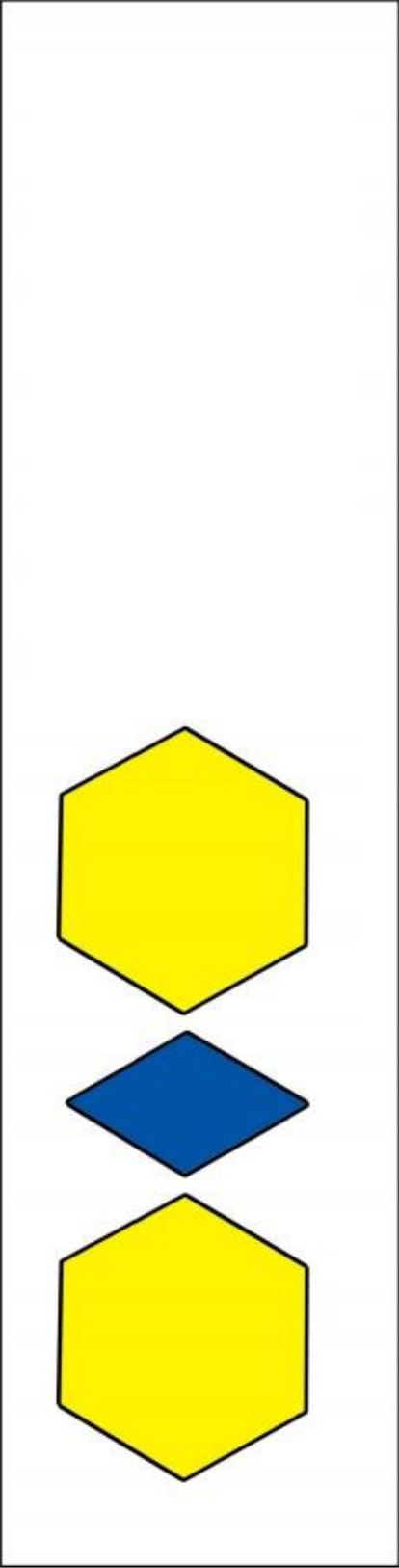
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Activity - Pattern Expansion

Materials: Pattern shapes, Pattern card

INSTRUCTIONS

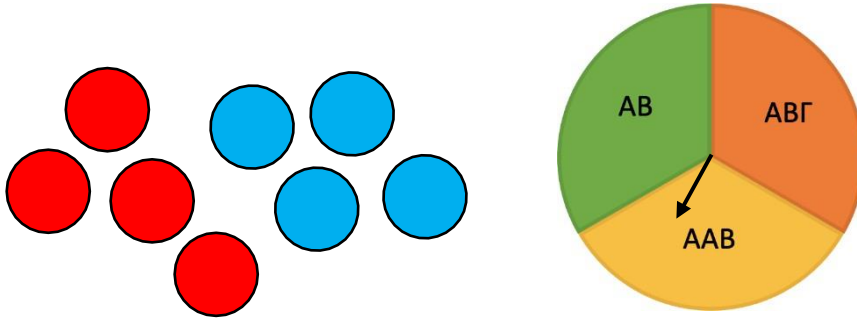
Find the rule in the patterns below. Use pattern shapes to continue each pattern.



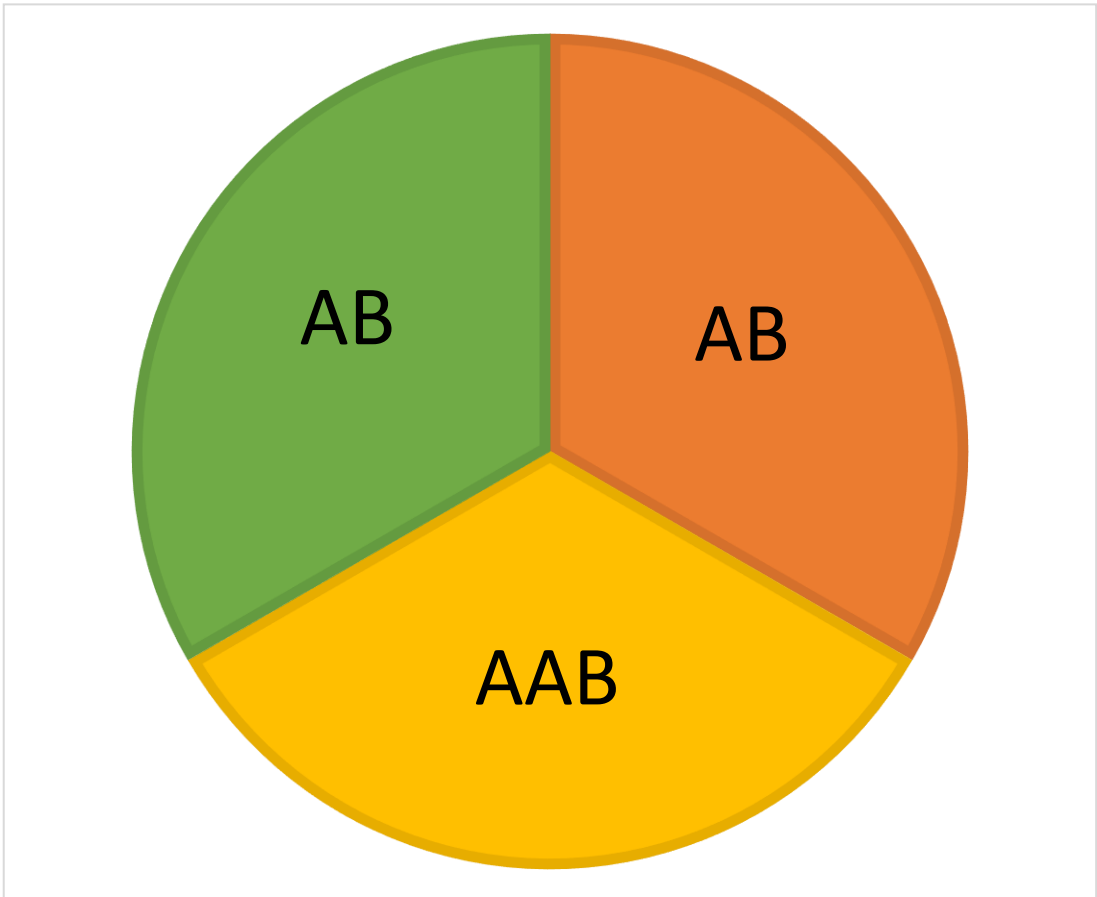
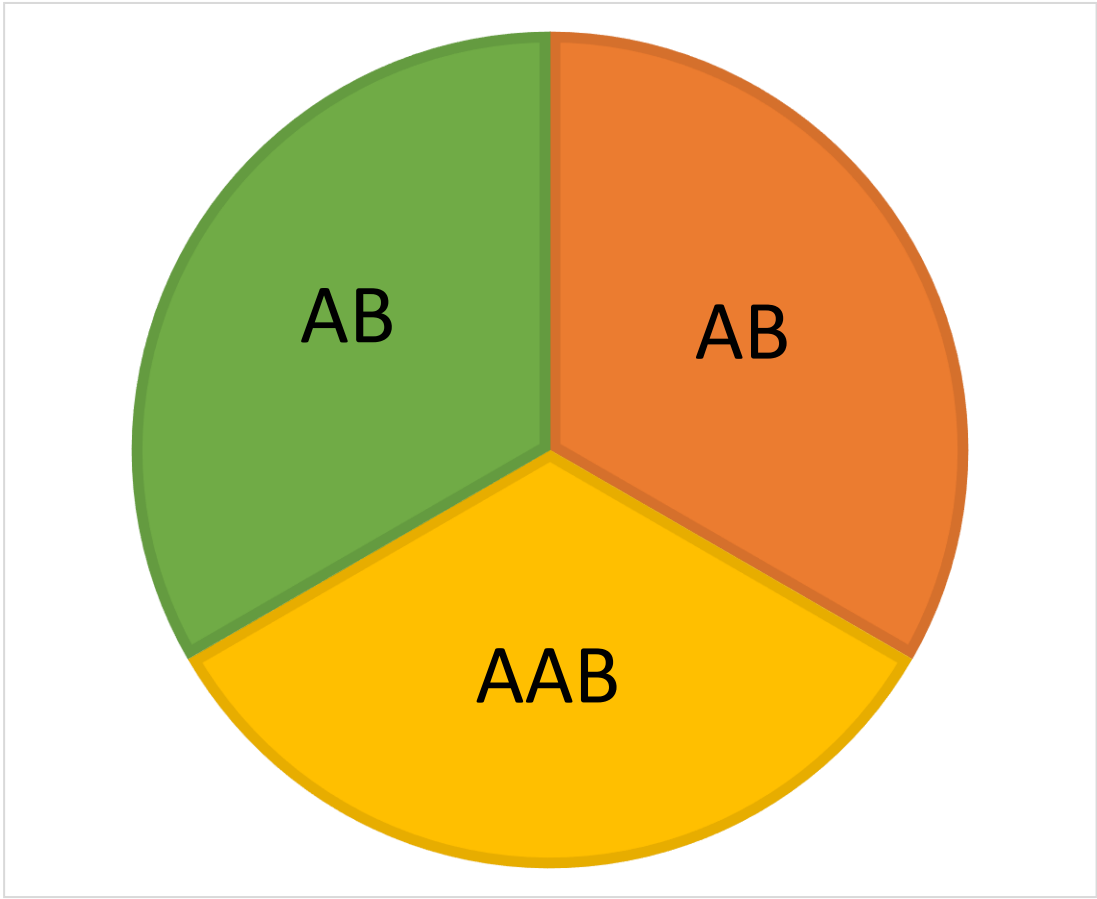
Game - Pattern translation

Materials: Wheel of fortune with pattern rules, set of 2 colour plugs, 1 tab with patterns

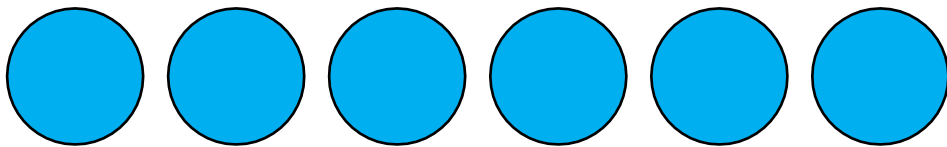
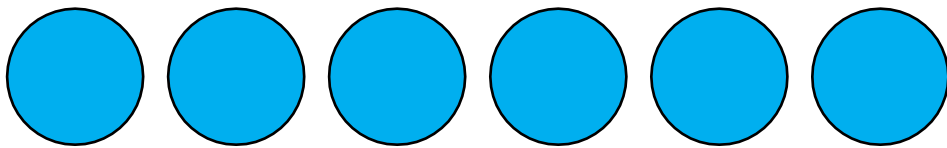
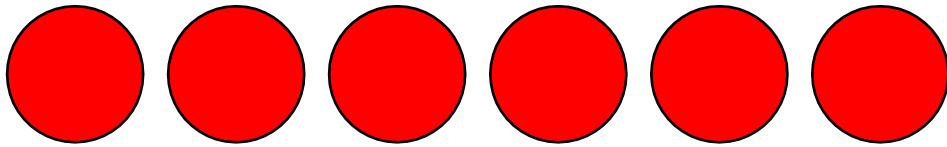
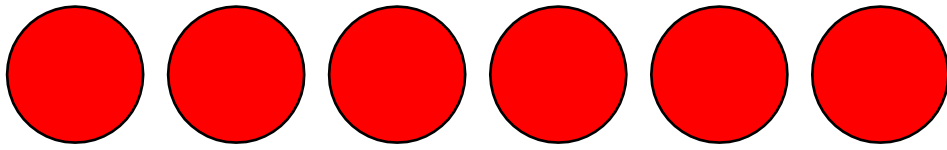
INSTRUCTIONS

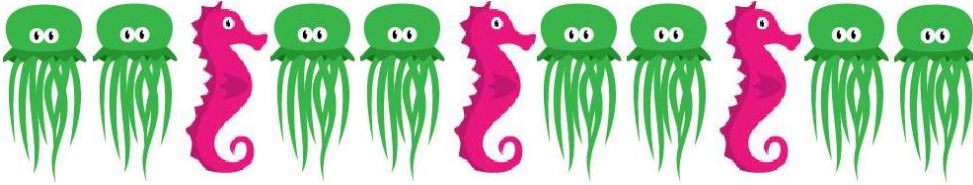
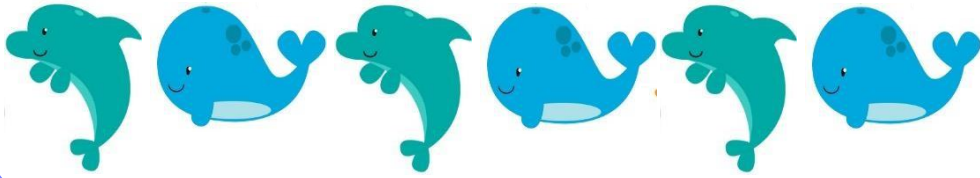


1. The game is played by 2 players.
2. Each player gets a different coloured cap.
3. Player 1 spins the wheel. His indicator shows the rule of a pattern. He finds a pattern on the tab that follows the rule indicated by the wheel and places a cap on it.
4. Player 2 repeats the above procedure.
5. The game continues until all patterns have been plugged.
6. The winner is the player who has placed the most caps.



Tapestries





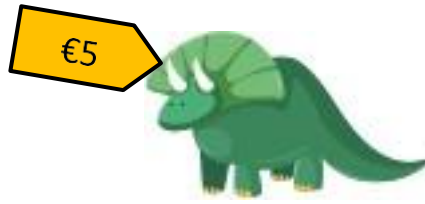
Role-playing game - In the toy store

Materials: Card with game catalogue, worksheet with questions, euro notes and coins

INSTRUCTIONS

1. One member of the pair is the shopkeeper and the other is the customer.
2. The customer has €10 in his wallet. He chooses one of the games in the shop and uses his money to pay.
3. The shopkeeper pays change, depending on the cost of the game.
4. The two members of the pair complete the worksheet, based on the transaction that took place.
5. The shopkeeper-customer roles are exchanged and the above procedure is repeated.
6. When both purchases are completed, the couple proceeds to the additional problem.

GAME STORE



PURCHASE 1

(a) How much does the chosen game cost?

(b) How much change will be left?

PURCHASE 2

(a) How much does the chosen game cost?

(b) How much change will be left?

ADDITIONAL PROBLEM

Joy has €10. She wants to buy a kite and a ball.



(a) How much do the toys chosen by Joy cost together?

(b) How much money will she have back?

Dominoes


Materials: Domino cards

INSTRUCTIONS


Place the domino cards in order so that the representations next to each other show the same number.


	4
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	7
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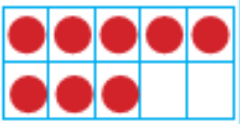

9

3	
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2	
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10

	8
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	1
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Tic-tac-toe - 2 player game

Materials: 2 number boards (one for each player), 1 set of cards with number representations, pencils

INSTRUCTIONS

1. Each player gets a table of numbers.
2. The cards with the representations of the numbers are placed face down.
3. Player 1 draws a card. He reads the number shown on the card, locates it on his board and crosses it out.
4. Player 2 repeats the above procedure.
5. The process continues. The winner is the player who finds three consecutive numbers: horizontally, vertically or diagonally.

Player 1

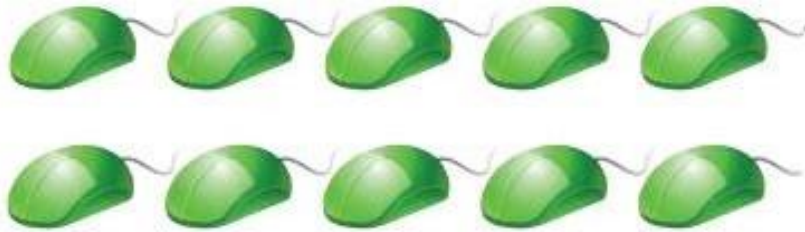
7	8	10
6	5	4
3	1	2

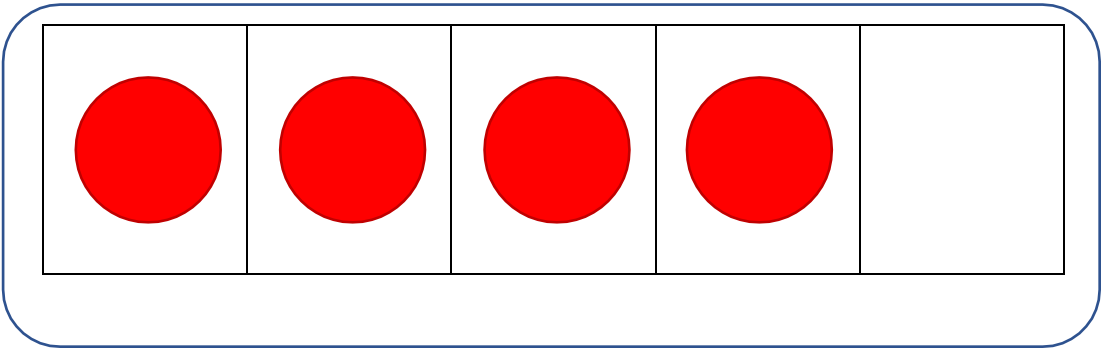
Player 2

7	8	10
6	5	4
3	1	2



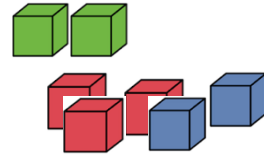
Eight





Activity - Making and interpreting a graphic representation

Materials: 4 green, 4 blue and 4 red cubes, card with graph and games, worksheet 1



INSTRUCTIONS

Harry wants to make a graph to show how many toys of each kind he has (hats, cars, dogs).

Help Harry by following the instructions below.

1. Place a cube of a different colour in each different type of game.
2. Move the cubes on the graph.
3. Answer the questions on the worksheet.





WORKSHEET 1

1. Write down how much they all are:

- the doggies

- the hats

- the little cars

2. How many more cars are there than hats?

3. How many are all of Harry's toys together?

Activity - Interpretation of a graph

Materials: Graphic card, worksheet 2

INSTRUCTIONS

The children in one class made a graphical performance to show what their favourite sport is.

Study the graph and answer the questions on worksheet 2.

FAVORITE SPORT OF CHILDREN

WORKSHEET 2

1. Write down how many children prefer each type of sport:

- volleyball

- basketball

- football

- tennis

2. How many more kids prefer volleyball to basketball?