

LET'S PLAY WITH WATER

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Summary

Subject	STEAM
Topic	Multidisciplinary
Age of students	3-6 yo (pre-school)
Preparation time	30 minutes
Teaching time	1h30min
Offline teaching material	Water; plastic bottles; DC Motors; waste material...

Aim of the lesson

- To improve
 - Colaboration
 - Creativity
 - Communication
 - Problem solving
- To get in touch with basic Physical concepts



#GAME BASED LEARNING

Activities

1	Running water (10 min)	 A cartoon character of a blue glass filled with water, with a smiling face, arms, and legs. It is wearing red sneakers and has water droplets above its head, suggesting it is running or jumping.	
2	Tresure Island (10 min)		 A colorful illustration of a small tropical island with several palm trees, a bright sun, and a treasure chest on the beach. The island is surrounded by blue water.
3	Making Boats (40 min)		 A photograph of a green plastic bottle that has been modified into a boat. It is floating on a body of water and has a small structure on top, possibly a sail or a cabin.

Activities

4

Race time
(10 min)



5

Conclusions
(20 min)

