



Basic knowledge: Game tools, roles and rules
Topic: Railway station
Curriculum link: Construction and technologies / Surrounding world

Educational tasks:

- Participates in creating a game situation.
- Constructs the objects necessary for the game action.
- Accepts certain roles in a play situation with other children.
- Observes game rules.
- Makes assumptions and establishes experimentally true / false.
- Uses mechanisms for managing objects involved in the game situation.

Tasks:

1. The teacher divides the children into teams, distributes the tasks in the team (every two children in the team work on a common task), distributes the relevant instruction cards and the necessary constructive material.
2. The teacher requires each pair of children on the teams to complete their constructive task.
3. The pairs show the made models, after which the teacher distributes to each team an instruction card, which shows how the individual objects should be united in a common construction.
4. The children place the railway station, trains and the refueling base at the places indicated on the map.
5. The teacher explains the purpose and operation of the rails with arrows to change the direction of movement. Determines who will be the switchman in each team.
6. The teacher distributes to each team 2 red panels for stopping and sets a requirement for the passenger train to stop at the station and the freight train to stop on the additional track in front of the station. Each team also receives a yellow sound signal panel, which must turn on the train whistle when approaching the train station.

7. The children place the action boards in the appropriate places on the rails.
8. The teacher turns on the trains of each team and invites the children to set them in motion.
9. The children observe the movement of the trains and find that the freight train does not stop at the charging station.
10. The teacher shows the blue refueling plate, explains its purpose and invites the children to put it in the right place.
11. The train is moving again, and the children are watching, commenting on what is happening and making suggestions for change. The aim is for the two trains operated by the switch to move and pass without incident, with the freight stopping refueling each time it passes through the base and the passenger stopping at the station, having previously given an audible signal to the passengers.

Resources for each team:

- Instruction cards № 373, 376, 377, 381, 383 and the corresponding construction material, accessories and human figures.
- Set of rails: 6 - straight; 14 - arcs; 2 branches.
- Train control panels: 2 red, 1 yellow and 1 blue.

