

BOBULA ALL TOPICS



S16
T1-5
D1-12
L1 P1

Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity

Activity Briefly introduce the whole 5 lesson long project Create groups: divide the class into 4 groups Read the summary text Decide the tasks to be fulfilled	Method/Interaction Frontal information Use group forming ideas from the GTG (appointing, drawing...) Reading frontally, in groups, or individually Let the group choose, or conduct their choice yourself	Output Students think in terms of a 5 lesson long period Homogenous or heterogenous groups according to your aims Letting students imagine what could happen just from these few lines.	1. Preparation Time needed: 10 minutes Needed material: the summary text <i>Which will take you to the Moon: a dandelion or a straw hat? What is the difference between polite hunger and hunger ready for action? Why wear magic pyjamas at night? Can you juggle radishes? Bobula's stories will answer all these, and we'll also learn that it's best to stay at your grandparents' while waiting for your new baby sister to be born.</i>
Activity Working on the chosen task	Method/Interaction The groups' goal is to represent the scene within the task through drawing, arts & crafts, building, etc. Allow them to use their creativity: their perspective will help them to prepare for the forthcoming lessons. Pay attention to how cooperation in the group works! Help to distribute the tasks and materials if needed!	Output Do not expect wonderful artworks. This task is a kind of brainstorming, in which everyone can explore and learn through errors.	2. Work on the chosen task Time needed: 25 minutes Needed materials Task sheet, ideas pages Any kind of tools and materials can be used: • Drawing, arts and crafts • ArTeC Blocks • Cardboard • Recycled materials – ask them to bring to school magazines, clean and reusable „garbage“ from home. Bring some stuff yourself too!
Activity Presentation Evaluation	Method/Interaction Each groups present their work Discuss with them how their cooperation and group work went Ask them to name something that they liked in another group's work	Evaluation Evaluate the process (flow, autonomy etc.), the originality (variety of ideas, used materials) and particularly manual ability (precision, efficiency, corners, lines...).	3. Evaluation Time needed: 10 minutes

BOBULA ALL TOPICS



S16
T1-5
D1-12
L1 P2

Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity

In this introduction, prepare students by letting them figure out what could happen just from these few lines.

The summary text:

This tale is about two travellers going somewhere. On their way they have a rest, and they eat and then quarrel. They are going to solve the conflict with the help of a judge.

Reading the summary:

- children can read the summary individually
- one can read loudly for the group
- or you can read loudly for the whole class

Choosing the task:

- The chosen task influences which part of the text the group will elaborate during lesson 2-4.
 - Groups can choose the task themselves. Try to influence them to choose different tasks!
 - You can distribute the tasks between each group yourself. This way you can plan the tasks of lesson 2-4. at the beginning of the project.
- To see what skills can be developed by each task, see the next pages!
- Let the children use their creativity! The aim is not to copy the solutions in the Idea Bazaar! These are only intended to be hints!
- Their perspective will help them to prepare for the forthcoming lessons.



BOBULA
Group:
I1 work on:
Make a memory game, a model, a summer decoration or a four seasons tree!



BOBULA
Group:
I4 work on:
Make a poultry farm!

What can you find in the Idea Bazaar?

- Different idea sheets for the warm-up tasks
- On these sheets you can find
 - Samples of arts & crafts solutions (creating animals and plants from toilet paper rolls, water wells from matches, origami animals, etc),
 - Building instructions for ArTeC Blocks,
 - Templates of puppets,
 - Lists of needed materials and tools
 - Short tutorial of Pivot Animation software,
 - Situation cards ,
 - Useful links,
 - Focuses.