

ADEVĂR- LUMEA: FIRST WEEK ACTIVITIES

Objectives:

- Be concentrated
- Following the rules
- Develop the sense of music
- Work the physical development

Method:

- Fast games
- Musical games

Materials:

- Chairs
- All the continents prepared

Activity plan:

We will have to find the stolen continents from the “Adevăr-lumea”!! But we, the scientist have to check if these kids are able to help us and how are their abilities and capacities. How we'll we do it? Playing some games!!!

- Musical chairs:

In order if they can be concentrate and if they are awake! We are sure they will accept the rules and they'll behave properly, so then we're sure we will be able to find one continent! The children shall be sitting in circle facing inwards. There should be a chair for everyone except for one. When the music starts the children starts to dance in the middle of the circle and when the music stops, everybody should find themselves a chair. The person left without the chair is out and one more chair is removed. The game is replayed until one chair is left and there is one person left.



- The king's followers:

We will check if they can imitate what they see, if want to help Bianca and be a good spies, we have to able to imitate anyone and fake that they are other persons! All the children go into one/two lines depending on

how many there are. The children in the front of the lines are the leaders and everybody behind should copy their movements/sounds. In our game the children made sounds corresponding to an animal, but in general it can be any topic, without topic and with a lot of actions. The leader goes to the back of the line, when everybody copies the action and the role of the leader change to the next in line.



- The spider:

We will check if they can stay together and work together in the difficult moments! That's also really necessary for us! All the children will stand in a line and in front of them there will be just one kid, the spider. This one can just move on one line and the others, at the same time, have to the other side of the line shouting: "păianjen!" and the kid who is in the middle has to catch as maximum kids as she/he can. Then they have to build a "pânză de păianjen" and do the same until there are no kids free. The last kid of being cached is the winner.





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**Youth
in Action**

How it was:

The game of musical chairs was working really well, they understood what they had to do.

The spider game was not so successful, we guess it was quite hard for them to understand the rules and the main objective. Maybe it's working better with older kids. As it turned out, we didn't get the time to play the king's followers, because the children had to leave earlier than planned.