

Good practices COMM_6060A_EN

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Description of the problem / exercise: **Guided Game Ideas in Kindergarten 5**

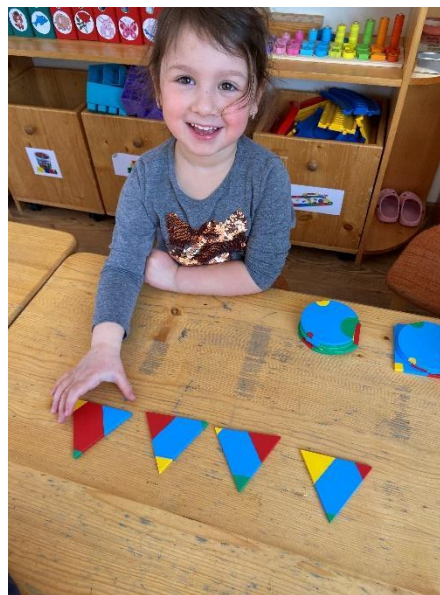
The aim of the game: Find the odd-one-out! Kindergarteners have to choose one out of 3-6 pieces. They have to explain why they chose the one that is the most different from the others.

Making the game harder: More different ones can be put among the given elements.

Target audience: For all ages from kindergarten to primary school.

Duration: Variable, but it can be time-based.

Number of players: 1-2



- *Why this exercise is good:* It develops creativity, observation, independent thinking, communication, visual skills. It also develops perception. This way they can acquire mathematical skills without realising it.
- *Which level is recommended:* Kindergarten, primary school