



FUNTRONIC FLOOR

Exercises, games and
activities
with the Magic Carpet

MOGIELNICA, 05/08/2015

PUBLIC PRIMARY SCHOOL IN MOGIELNICA
NAMED AFTER POLISH MARSHAL JOZEF PILSUDSKI





CLASSES DEVELOPED BY

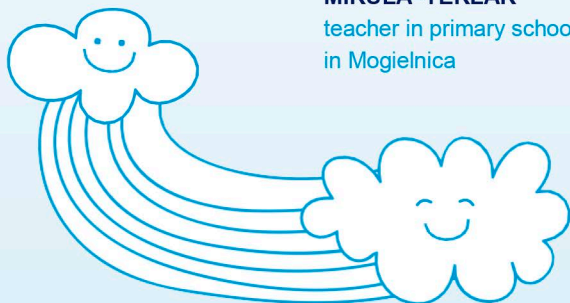
AGNIESZKA MIKUŁA-TEKLAK, MA
EDYTA ŁASKI, MA

Magic Carpet has a number of features with which children/students develop, shape, learn and improve their knowledge and skills. The use of the Magic Carpet in the classroom allows them to learn through play. They also acquire many skills that not only help them in school, but above all in daily activities.

**AGNIESZKA
MIKUŁA-TEKLAK**
teacher in primary school
in Mogielnica

Work on the Magic Carpet is an excellent complement to the knowledge and provides the necessary messages through different media, ie. the sound or the image. So this is the multi-code teaching, which helps to trigger a variety of student's activities: perceptual, intellectual and motor.

EDYTA ŁASKI
teacher in primary school
in Mogielnica



Colorful piano



MANUFACTURER'S DESCRIPTION

Piano allows the child to play any tune by stamping on the appropriate key or hitting it with a hand. It can be used for various activities, eg. to learn colors in a foreign language.



OUR IDEA

1

"PANCAKE" – the aim of the game is to "roll" your body. The hands are at your sides (hands along the body), pancakes with chocolate (hands behind the head). Their task is to roll themselves up the piano's keyboard from left to right or vice versa. Children can also follow the sound caused by the movement of their bodies on the keyboard, depending on how fast they perform the exercise.

- 2 **"TO THE TARGET"** – exercise perfecting accuracy. It's a game of throwing, eg. paper balls, beanbags, frisbee, to the colors on the piano indicated by a teacher or another participant.
- 3 **"KING – QUEEN"** – the task is to move over the respective piano keys (selected by the teacher or volunteer) holding the frisbee or plastic plate (crown) on the head. It is important to maintain the correct posture of the body, so that the object held on the head does not fall off during the exercise.
- 4 **"PRINCE – PRINCESS"** – the aim of this game is to learn colors by jumping on right leg, left leg or both feet to the appropriate keys assigned by a teacher or a volunteer. Older students can perform this task with a higher degree of difficulty, ie. in addition to jumping they put a beanbag, frisbee or plate on their heads.

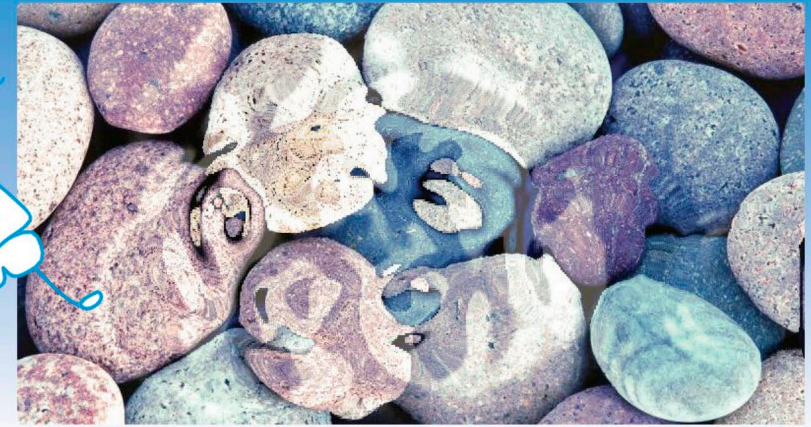


Water



MANUFACTURER'S DESCRIPTION

The game simulates the movement of water. It's enough to get on the board to feel like walking on the water. It urges the child to perform various types of physical exercises. It also allows the use of real objects. Place a paper boat on the water and blow on it to see the streaks it leaves.



OUR IDEAS

- 1 **"DANDELIONS"** – breathing exercises that include blowing ping-pong balls in pairs. Children sit on opposite sides of the Magic Carpet and try to blow the ball as precisely as possible in the direction of the person sitting opposite.
- 2 **"OBSTACLE COURSE"** – the aim of this task is for the child/children to overcome the obstacles arranged with the use of instruments, gymnastic utensils: slide, ladder, tongues, balance beam, bollards, sashes or rehabilitation shapes. Of course, the objects in the obstacle course should not cover the whole of "water".
- 3 **"WATER BOTTLE"** – the aim of this exercise is to roll the bottles of water in pairs. At the beginning children lie on their stomach and roll the bottle. Then they start kneeling, but first drink a little water from a bottle and then check whether it caused the "water" on which surface the bottle is rolled to make a different splashing sound. This task is to stimulate cause-effect thinking. It can also be a good interlude between mobility exercises.
- 4 **"FISHING"** – in this game kids will learn counting by fishing the "fish" (eg. beanbags) out of water using the "rod" (their feet). They place the collected catch in the "fishnet" (eg. a hula hoop or sash). This game can also be played in a group and as a competition – whoever will get more fish wins (children count their fish themselves). It can also be used to teach colors – eg. we pick only red fish, yellow fish and so on.
- 5 **"MY FEATHER"** – this play should be used as a breathing-relaxation exercise. A student lies on his back and blows a feather, so as it doesn't fall to "water".



Letters



MANUFACTURER'S DESCRIPTION

The task is to mark the flowers in order of appearing digits from 1 to 9 or letters from A to Z. To do this a child needs to simply jump on a flower or stamp on it. They can also swing over it with their hand or head. The game develops reflexes and concentration.



OUR IDEA

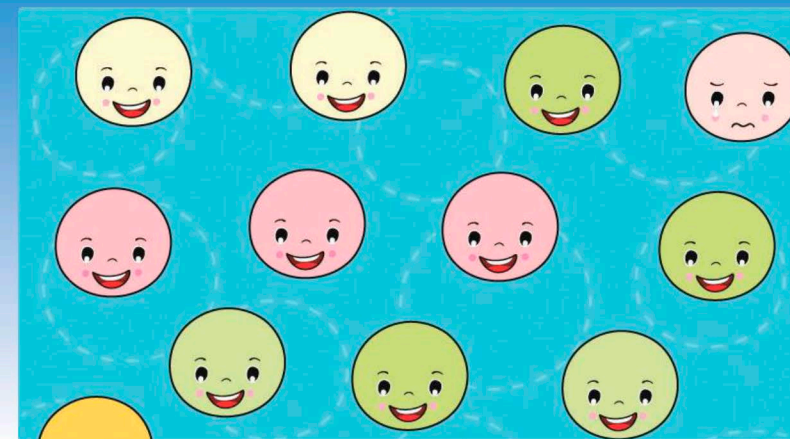
"WHO CAN AIM" – a purpose of this game is to hit letters indicated by a teacher or a volunteer with a beanbag, frisbee or paper ball. Another variation of this game – jumping with both feet on only "the small letters" or just "the big letters". If you want to raise the level of difficulty, ask the kids to jump on one leg.



Face expressions

MANUFACTURER'S DESCRIPTION

The task is to mark the flowers in order of appearing digits from 1 to 9 or letters from A to Z. To do this a child needs to simply jump on a flower or stamp on it. They can also swing over it with their hand or head. The game develops reflexes and concentration.



OUR IDEA

"MY EMOTIONS" – students are asked to choose only smiling or only sad faces. They can jump on both feet, one leg or choose a variant of throwing beanbags to designated faces. This game can be used at the end of the class, to evaluate the lesson – the children then choose the face that corresponds to their emotions after the completion of all tasks.





Magic Carpet

