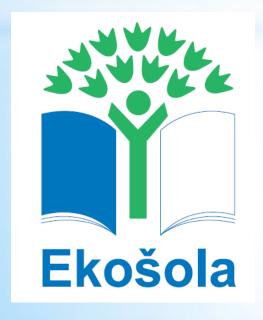
THE SCHOOL NEIGHBORHOOD WITH THE USE OF DIGITAL TECHNOLOGY





mag. Urška Gorjan

The lesson or the set of lessons is intended for children from 1st to 5th grade.

I prepared it for 4th grade, where it also fits with the learning goals:

- identify the most common species of plants, animals and funghi in the surrounding environment,
- explain the structure of plants.





- ❖ In the fall we planted tulips in a pot (if we are late we can also buy them in a pot in spring). I chose tulips because their flower is big enough and parts are visible.
- ❖ When tulips bloomed we took one out of the soil and looked at its structure.
- ❖ We also used the tulip which has only a thickened pistil. We cut it and looked at the contents. Seeds are plainly visible. How did they get in there?



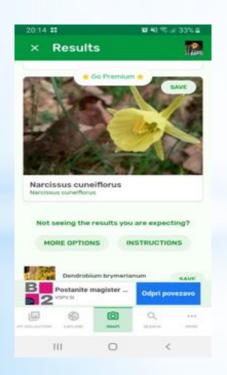


Children in groups using plasticine (Play Doo) made tulips flower.





* With new knowledge, we headed to the school garden and lawn. There we saw different flowers (shape, parts of flowers, parts of plants, where they grow ...). We photographed the most tipical blossoms with Plantsnap (the aplication for recognising plants, flowers). We could also save the pictures for making a digital herbarium. But none of them is in slovene which is with children at these age too demanding to translate.







* WALK THOUGH THE GARDEN WITH QR CODE READER

QR codes are very nice and easy tools to make your lesons more interesting. We used them to make treasure hunt in our school garden. Children walked around with mobile phones or tablets and read questions on the code. They answered on a paper and continiued their searching new codes.



To enhance the hours and breaks, I made a game of

dominoes with flowers which we can see around our school.

They must, by the same principle as dominoes, fold picture with the name of the flower.

A digital tool which I used to make this game of memory is called Match the Memory.



HVALA ZA POZORNOST IN BODITE V CVETJU



