

# Reflections about the teaching sequences implementations

## Practicum IV

Working on the different animal kingdoms by groups.

Riddle cards about some vertebrate animals.  
Final material shared with other second grade classes

## Practicum V

Due to Covid19, material in playground is not allowed.

Children by groups created their own games to play without material.

Qr codes distributed to all the school

### Strong points

- Motivational topic.
- Children's interest and attention.
- Based on their prior knowledge.
- Transdisciplinary.
- Significant and with a real audience.
- Lots of sources of information.

### Weak points

- Lots of activities to do.
- Too much work.
- More difficulties than expected and misconceptions.
- Low working rhythm.
- More time needed.
- Low concentration.

### Practicum IV

## General reflections and evaluation

### Practicum V

### Strong points

- Motivational topic.
- Meaningful for them as it will be a solution for their problem.
- Cooperation and collaboration among the members of the group.
- Group cohesion.
- Transdisciplinarity.
- Social values worked.
- Real audience.
- Interest on Qr code.
- Time management.

### Weak points

- Difficulties on drawing.
- Difficulties on exposing orally the games to the rest.
- Not guidance enough in the oral competence.

- **Less is better than more.**
- **Simplicity.**
- **Clear guidances.**
- **Constant modelling.**
- **Concise and direct tasks.**
- **Keep the focus on the important.**

### Possible solutions