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.

Or 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
 - Low working rhythm.
 - More time needed.
 - Low concentration.

Practicum IV

General reflections and evaluation

Practicum V

- Motivational topic.
- Meaningful for them as it will be a solution for their problem.

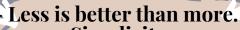
Strong points

- Cooperation and collaboration among the members of the group.
 - Group cohesion.

 - Social values worked.
 - Real audience.
 - Interest on Or code.
 - Time management

Weak points

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



- Simplicity.
- Clear guidances.
- Constant modelling.Concise and direct tasks.
- - Keep the focus on the important.

Possible solutions