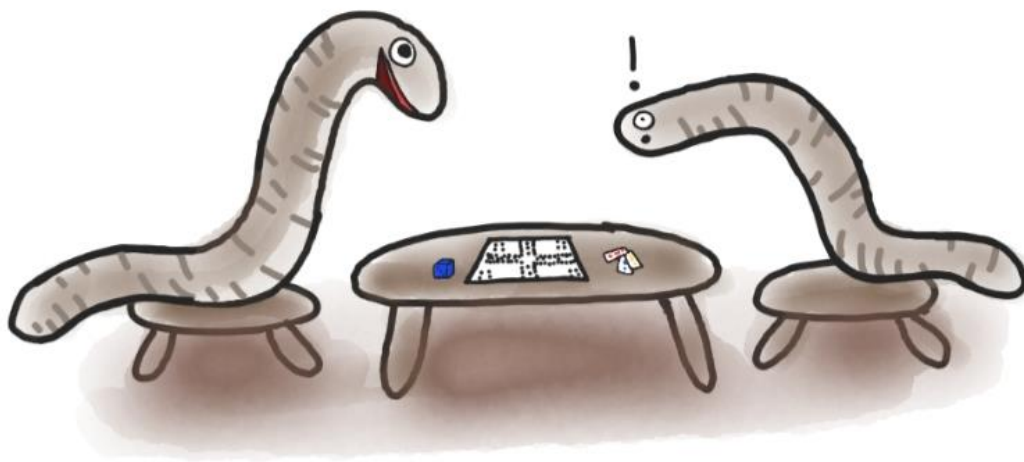


Wadden Sea GAMES



From: Mareike Schoon, Daniela Cassens, Ann-kathrin Nowak, Maite Meentz

Class: F2Q2b

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Attendance list

	Ann-kathrin	Daniela	Mareike	Maite
02.11.21	✓	✓	✓	✓
09.11.21	X(Certificate)	✓	✓	✓
16.11.21	X(Certificate)	✓	✓	✓
23.11.21	✓	✓	✓	✓
30.11.21	✓	✓	✓	✓

Where are my wadden sea animals?

Materials:

- 4 large cards with 6 pictures each showing the wadden sea animals.
- 20 cards with wadden sea animals

Preparation:

On the 4 large cards the wadden sea animal pictures are glued / painted on so that there are 6 pictures on each card. It is important that the pictures on the large cards look exactly like the pictures on the 20 small cards so that they can be matched.

How to do it:

Each player gets a large card (the one with the 6 pictures of the wadden sea animals). The 20 small cards are placed upside down on the table. The youngest player starts by turning over one of the 20 small cards. The small card is looked at and compared with the player's own large card. If the selected small card can be seen on the player's big card, the small card is placed on the big card with the same picture. If the small card matches a picture on the big card, the player may turn over another card. If the cards do not match, it is the next player's turn. The game goes clockwise. The winner is the player who first finds all the small cards that match their own big card.

This way the game can still be played:

If a player turns over a small card and notices that it does not match the pictures on his own big card, he must check the big cards of the other players and see which card the small card turned over could match. Next it is the turn of the player to whom the small card was matched. It is important that the educators accompany the game and name the wadden sea animal for each picture and, in the best case, ask the children for the name of the animal.

Age group

This game is suitable for children from the age of 3. The level of skill is kept low and there are no time limits for the game. The children have enough time to compare the cards with each other. Also, the cards are designed very simply and diversely, so that the children are not overwhelmed.

Number of players

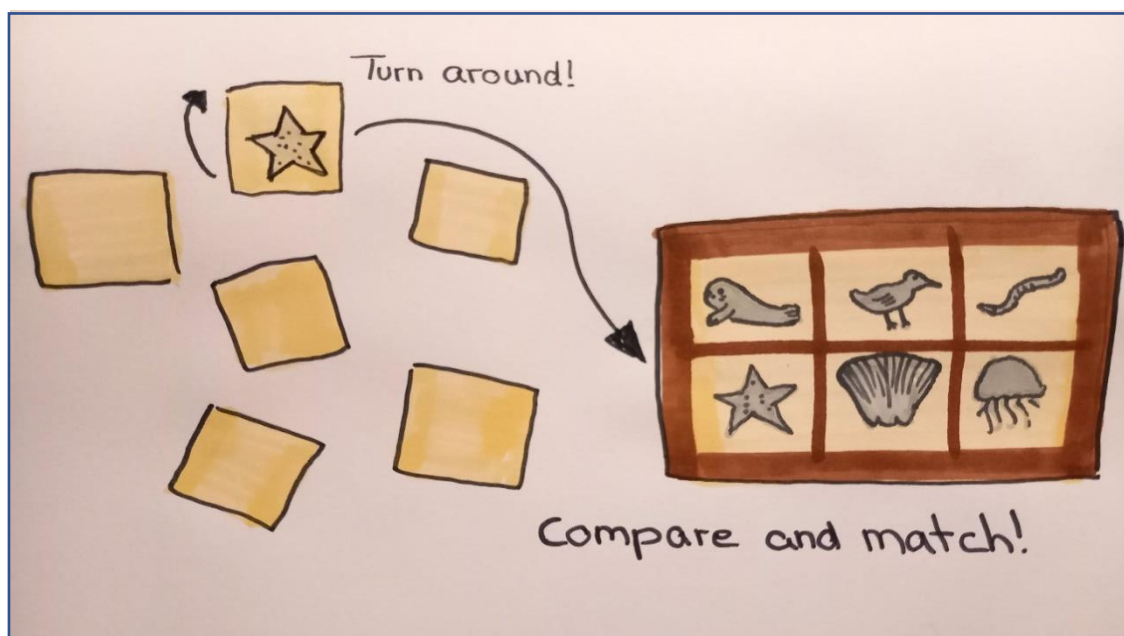
This game is planned for 4 players. If there were more players, there would be more small cards, which would make the game take more time and the children would get bored.

Goal of the game:

The point of the game is that the children learn to compare and match things. Furthermore, the children learn about some animals of the wadden sea.

Sketch:

(In the practicing maybe you use a colorful one)



Wadden sea uno

Material

- Colorful pencils
- 56 rectangular cards
 - 10 blue animal cards from 0 to 9
 - 10 red animal cards from 0 to 9
 - 10 green animal cards from 0 to 9
 - 10 yellow animal cards from 0 to 9
 - 4 Draw 2 cards
 - 4 Draw 4 cards
 - 4 Deposit cards – in each suit one
 - 4 color selection cards

Age group

This game is for young and old, the age recommendation is from 3 years.

Number of persons

There must be at least 2 players involved in the game. Upwards is hardly a limit, as any number of maps can be added

Preparation

First the cards have to be designed. The children are allowed to paint the different cards and decide which animal from the mudflats should be on which card.

Beforehand, the different meanings of the cards should be discussed with the children and unresolved questions clarified.

Tip: In the first round it may be useful to play with open cards in order to be able to support the child even more during the game.

How to do it

The game can be played in two variants. Once without action cards for beginners and once with action cards for advanced players.

First 5 cards are dealt to each player, which he holds face down (or face up). The remaining cards are placed face down in the middle of the table and form the stock. The top card is flipped around and placed next to the stock, this becomes the discard pile. The youngest player can now start, who then lays a card with the corresponding number or the matching animal. If he/she does not have a suitable card, he/she draws a card from Stock. Now it's the turn of the next player.

When all cards in Stock are used up, the cards from the Discard Pile are shuffled and thus form the new Stock.

Goal of Game

The aim of this game is to be the first to get rid of your cards as quickly as possible. The player who has no cards in his hand first wins the game.

Importance of Action Cards

Draw 2 cards:

This card can be placed on a matching animal or suit. The next in line must then draw 2 cards from the stock.

Draw 4 cards:

This card can be placed on a matching animal or suit. The next in line must then draw 4 cards from the stock.

Suspend card:

This card can be placed on a matching animal or suit. The next player has to suspend a round and the next player has to move.

Color selection card:

This card can be placed on any card. Here the player can decide which color is to be placed next.



Animals in the Wadden Sea

- matching pictures and names -

In my project about the Wadden Sea, I would like to bring the children from my kindergarten group closer to the animals that live there. I am doing this project with four children aged 5 to 6 years old. The small group provides a quiet learning atmosphere and active interaction between the children. I explain the animals to them using cards with pictures of the animals. They must assign the pictures to the names of the animals.

Materials

- Pictures of the Wadden Sea
- Picture cards with the animals
- Cards with the names of the animals

Goal of the game

The goal of the game is to learn about the animals they live in the Wadden Sea. I read out the names on the cards and the children must match the names to the pictures. For each card I explain more information about this animal to the children.

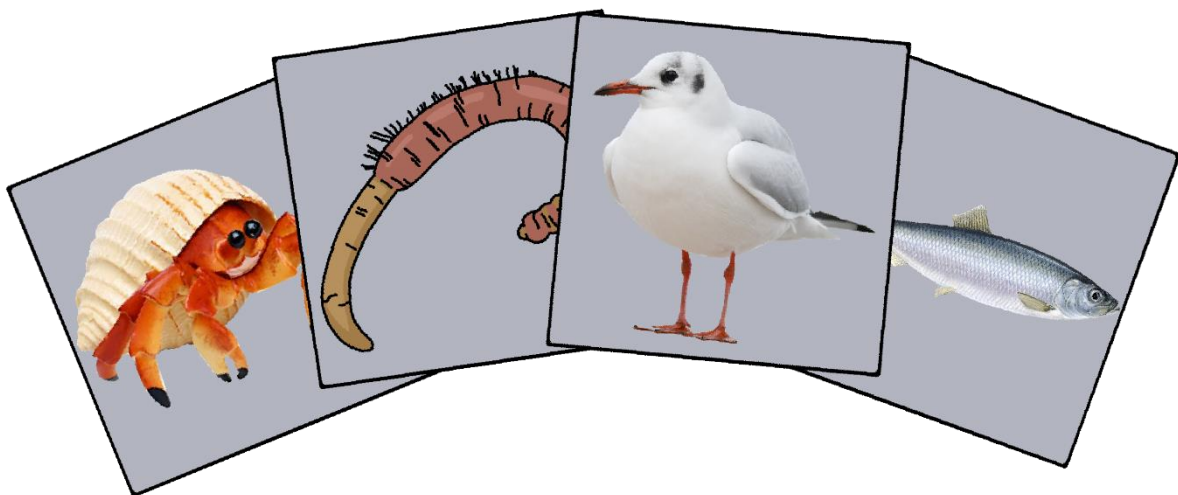
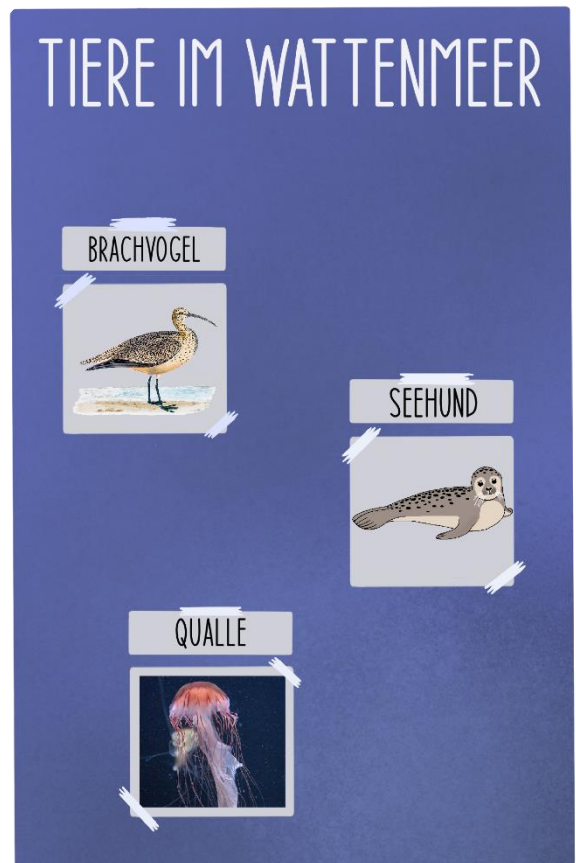
Implementation

At the beginning, I go to a quiet place with the children. For that we go in a group room, which is not used. This allows the children to concentrate on the project. I sit down at a table with the children. I explain that we will explore the Wadden Sea together. I ask the children if they know the Wadden Sea. I show them pictures of the Wadden Sea and tell them that there are many animals that we will get to know.

I show the children all the picture cards and ask them if they already know some animals. I let them talk together about the animals. I collect the cards and show the children the first picture. It is the lugworm. I ask the children if they have any idea what animal it might be. If they don't know, I explain to them that it is the lugworm. This makes the heaps in the ground by his excrement and live there. Next, I show the children the card with the jellyfish. It's the same procedure as before.

I tell them that they shouldn't touch a jellyfish, because its tentacles cause burns on the skin. I continue this procedure with the other cards.

On them they can see a starfish, a hermit crab, a shore crab, a curlew, a gray goose, a black-headed gull, a seal, and a herring. One I have discussed all the cards with the children, I let them assign the names to the pictures themselves. If they need help, I will help them. Finally, we stick the cards on a big poster and hang it up in the group room. The children from this project are the experts and can explain the animals to the other children in the group.



Wadden Sea Fishing

Material

- 4x Cardboard
- Pencils
- Branches
- Band
- Magnet
- Scissors

Preparation

The cardboard is cut into equal parts and tied together with tape at the side. So that's a square. This can be painted as desired. A band about 20 cm long is tied to the branch. The magnet is attached to the other end of the tape. Animals from the Wadden Sea are painted on a cardboard with a pencil. These are cut out. Magnets are also attached to the cut animals. The animals can be marked with different points. For example, a seal could score 10 points, while a worm could score 3 points. Alternatively, for younger children, each animal can be crafted twice. Now all animals can be placed in the square and the fishing rods can be distributed to the players.

Implementation

Each player gets a fishing rod. Now the youngest player can begin. Alternatively, a coin can be tossed or scissors, stone, paper can be played. The child may now enter the square with his rod and the magnet at the end. It mustn't look inside. If it's got something on the rod, it pulls the animal out. Now it's the next turn. When

all the animals have been caught, the points are counted together. Alternatively, pairs are fished. If a child has fished out an animal it must fish out a suitable counterpart. If this is not the case, both have to be put back into the square. The Social pedagogical specialist must ensure that the rules of the game are adhered to during the game. They should be known to all children. If children are unable to fish pairs or score points, the Social pedagogical specialist must motivate the children and support them.

Age group

The game can be played by children between 2 and 10 years old. For the smaller children, the animals can be doubly filled in the square to pair for fishing. Older children can begin to add up and promote their mathematical knowledge.

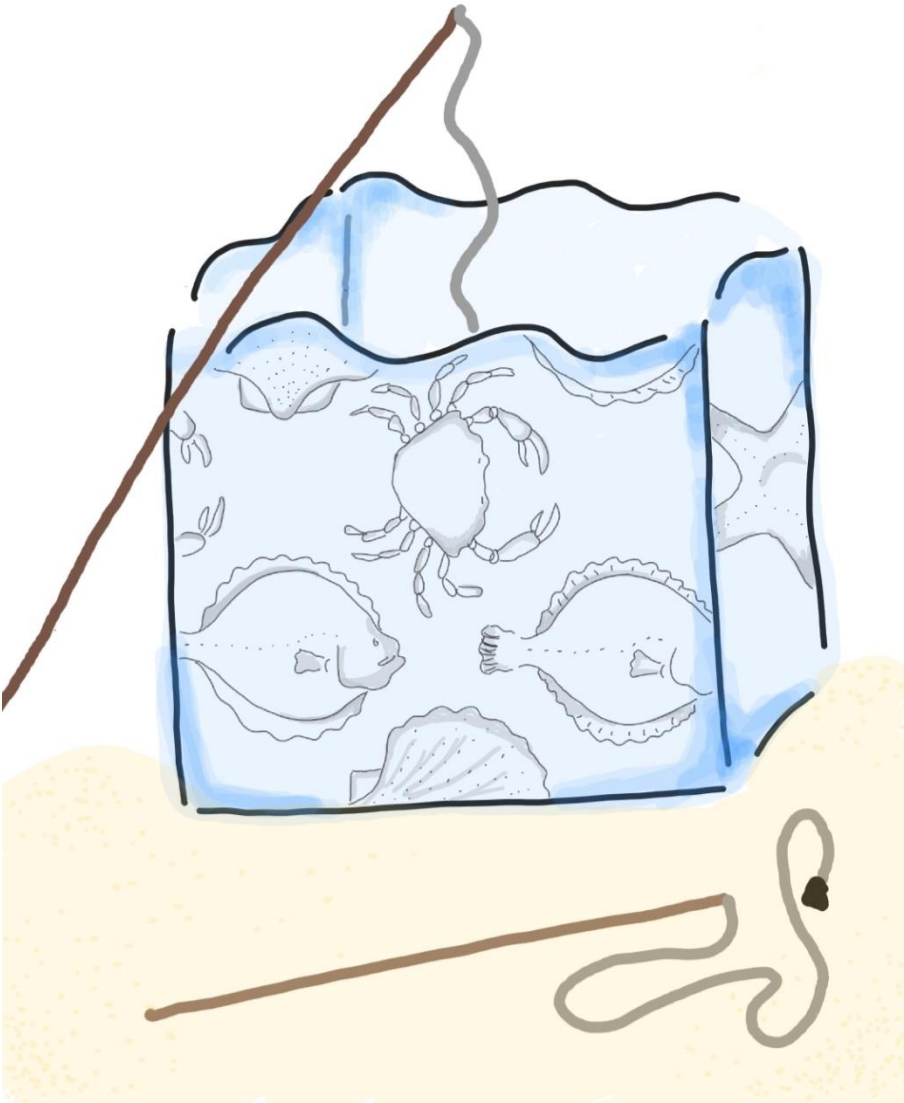
Number of persons

The game can be played with any number of players. The rods and number of animals should be adjusted to the players. You can also play this game alone. This allows children to practice their concentration and concentrate completely on themselves.

Goal of the game

The aim is to get all the animals out of the square with the help of the fishing rod. When all the animals have been fished out of the square, the game is over. Now the points on the animals can be counted together. Whoever has the highest score wins the game. The game can be played with any number of players. The rods and number of animals should be adjusted to the players. You can also play this

game alone. This allows children to practice their concentration and concentrate completely on themselves.



Sources

Uno:

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Matching pictures and names

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