

# TEACHER SHEET



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## LEARN THROUGH PLAY

### TOPIC : observation and logic

- **Objectives :**

- Learn and use accurate and precise vocabulary (shapes, patterns)
- Learn quick observation
- Find an object (amoeba) following the instructions (given by the dice)

- **School level :** 3 to 11 years.

The main objective of this activity is to develop logic and concentration.

The teacher sheet proposes several intermediate exercises to get pupils accustomed to the game's vocabulary and how it works.

#### **Skills developed: from 6 years:**

Learn to master English

Clear verbal expression using appropriate vocabulary. Read alone and understand a statement, a simple instruction.

- The principal elements of mathematics and an introduction to the culture of science and technology  
Recognising, naming and describing flat shapes and common solid shapes.

- Autonomy and initiative

Accomplish a task or an activity

#### **From 9 years :**

- Learn to master English

Clear verbal expression using appropriate and precise vocabulary. Read alone and understand a statement, a simple instruction.

- The principal elements of mathematics and an introduction to the culture of science and technology  
Recognise, describe and name common shapes and solids.

- Autonomy and initiative

Follow simple instructions autonomously.

Show perseverance in all the activities.

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LEARN THROUGH PLAY

For pupils:

- ▶ **Knowledge objective:** understand a rule and an instruction.
- ▶ **Know-how objective:** observe and understand.
- ▶ **Behavioural objective:** respect for the opponent and the rules and instructions.

Using Panic Lab with pupils:

- **Exercise 1:** Observing the amoebae = discovering the «amoeba» cards
- **Exercise 2:** Recognise the amoeba.
- **Exercise 3:** Play

## PUPIL SHEET 1: from 3 years



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### LEARN THROUGH PLAY

#### Exercise 1: Watching the Panic Lab amoebae

##### ► **Discovering the pieces** of the game (from 3 years):

- The pupils can categorise the amoebae naming the chosen categories aloud: shape / colour / pattern. Naming them will help with verbal expression for the next activity.
- The teacher asks each pupil to take a card showing an amoeba and to describe it (free verbal expression by the pupils).

The teacher introduces the vocabulary to use according to the age group:

**shape** concentrating on one or both eyes;

**colours:** red and orange or blue and purple

**patterns** (or drawing or graphics): with spots/circles or stripes/striped.

We could find another word for the amoebae: talk about this with the children and decide on a word together: animal, germ, monster, etc.

The teacher then asks the pupils to count the number of different amoeba (2 x 8, with 2 x 4 «with two eyes» and 2 x 4 «with one eye»).

- The teacher asks the children to choose their preferred amoeba (or to throw the three different dice: patterns, shapes and colours) and to colour it in (the two shapes in Annexe A).

- **Memory Game:** Choose the 16 Amoebae cards and place them face down. The players have to find pairs of identical amoeba. To reduce the difficulty for the game, reduce the number of cards.

##### ► **Recognising an amoeba** (from 3 years):

- The teacher describes an amoeba using two criteria for nursery school age and three for 6-11 years. The pupils have to indicate a card corresponding to the description as soon as possible.
- A pupil replaces the teacher and it is his turn to describe an amoeba (verbal expression development).

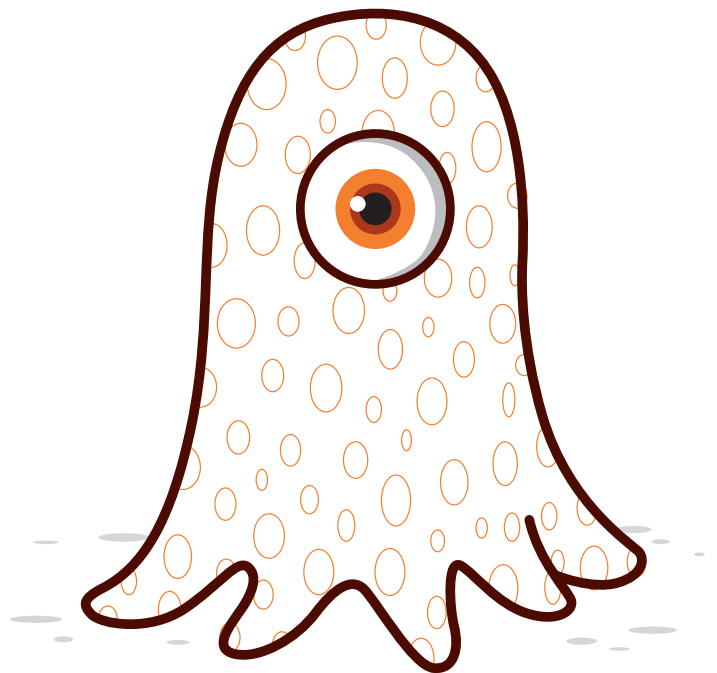
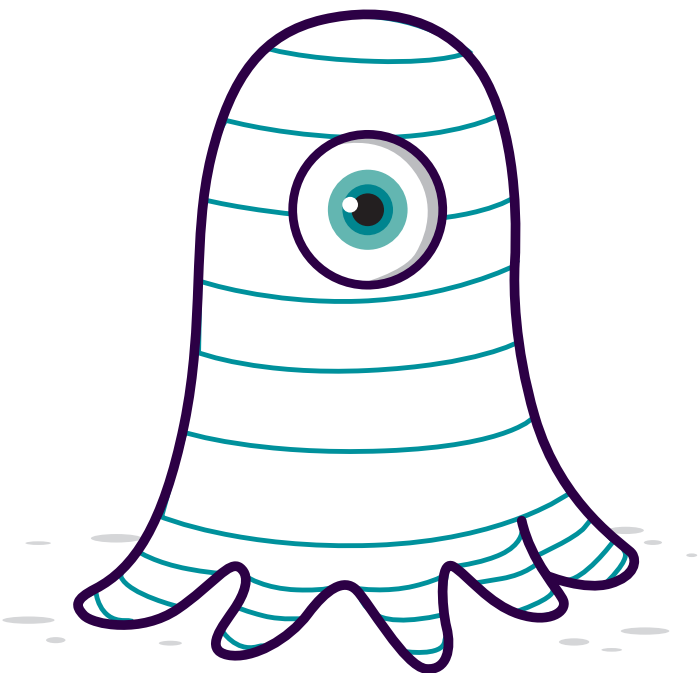
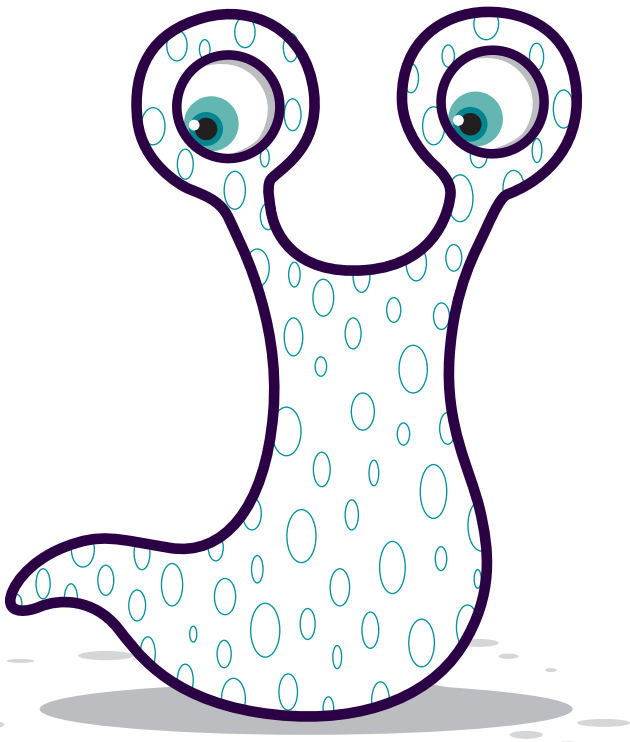
- **Lotto Game:** Using the sheets of four amoebae to colour in and laminate (see the models in annex A). The dice or the cards (only choose one of the two pairs) can be used to choose the amoebae. The first to complete his sheet wins. To reuse the sheets, place pieces on the sheet or use an erasable marker.

##### ► **Simplified rules**

From 5 years: the rules can be simplified using only the amoeba cards and excluding the other special cards. The amoebae are placed in a circle (as described in the rules). The aim is to find the amoeba indicated on two or three dice (according to the pupils' level) as quickly as possible. When there are a lot of players, the first two players to find the two correct cards win a counter. The first to have 5 points (or 10 points depending on the desired game duration) wins.



Annex A. (Colouring in game, lotto.)



# PUPIL SHEET 2: all ages



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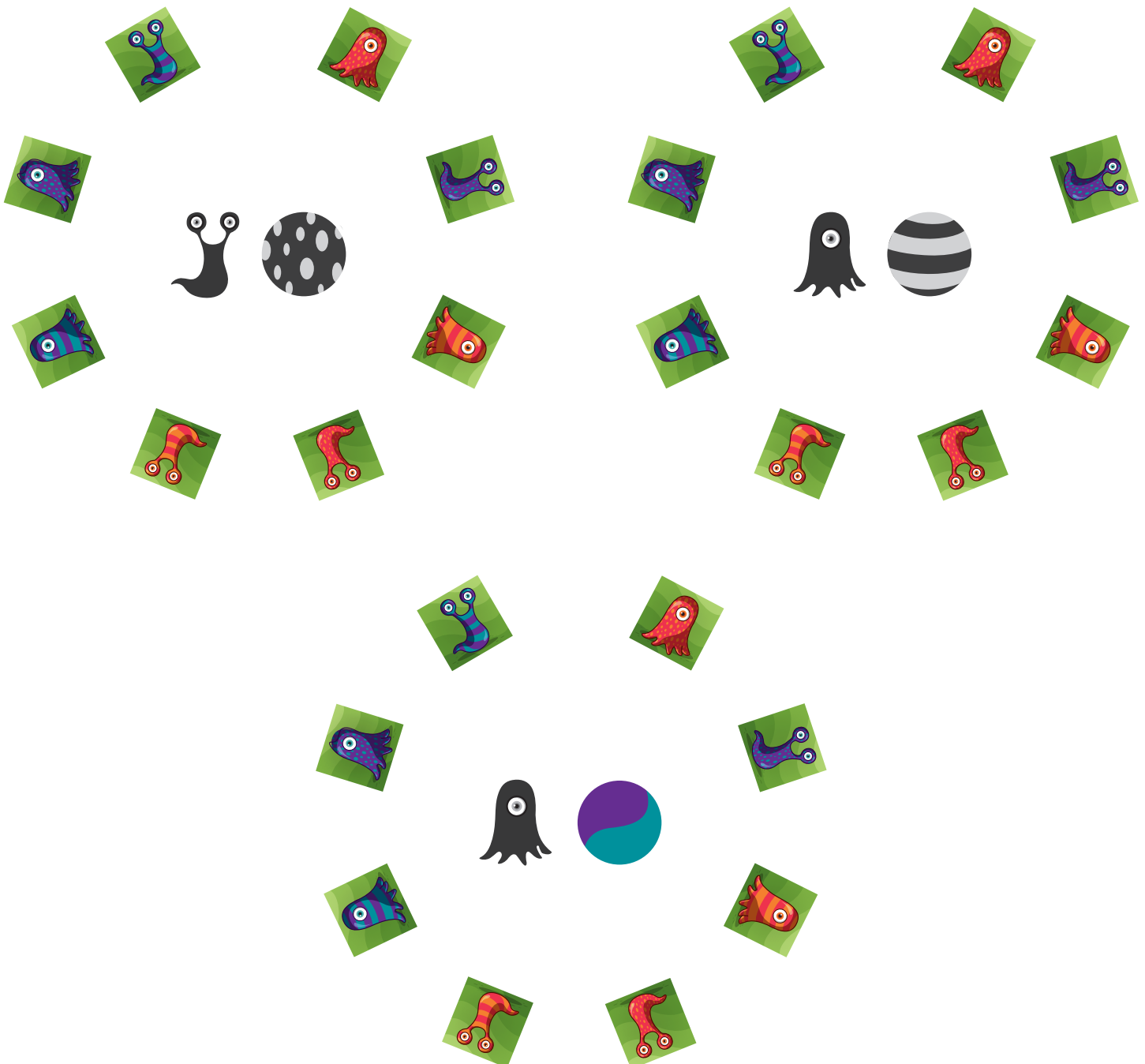


## LEARN THROUGH PLAY

**Exercise 2: Find the amoeba indicated by the clues in the middle of the circle**

⇒ **With 2 criteria:**

Instructions: Find the right monsters and circle them.



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## LEARN THROUGH PLAY

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## LEARN THROUGH PLAY

- ⇒ With 4 clues (explain to the pupils the tile with the arrow: this is where the search starts)
- without using special cards.



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## LEARN THROUGH PLAY

⇒ **With 4 clues:**

- with the cards «mutation room» (explain: the changes in shape, colour or pattern)





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### LEARN THROUGH PLAY

- using the air vents (if when following an amoeba's path you come across an air vent square, disregard the following squares until the next vent. Take up the search again from the second vent...)



Teacher's note: before suggesting the exercises, go over the vocabulary about the dice, the special cards and their impact.

## PUPIL SHEET 3: 5 to 11 years



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### LEARN THROUGH PLAY

#### Exercice 3 : Play

⇒ Organise games in class.

It is possible to play Panic Lab from nursery school level by adapting the rules.

**From 5 years:** Remove the air vents, the mutation rooms and the «starters» (do not use the die with the arrows).

For the first game, reduce the number of amoeba using two criteria and varying them. Use the terms germ or monster for children of this age.

The aim of the game is to find the germ indicated by two dice as quickly as possible (shape and colour or shape and pattern).

At the beginning, each player has the same number of pieces (according to the desired duration of the game and the pupils' concentration capacity).

Two variations are possible: those who do not find the right germ lose a counter or depending on the number of players, the two who find the right germ win a counter.

**From 6 to 9 years:** Use the «starter» cards. If the pupils have already played Panic Lab in nursery school, go straight to this level. If not, it is a good idea to have a few games using nursery school rules (visual recognition) before presenting the «starters».

#### **From 9 to 11 years:**

If the pupils have trouble observing and concentrating, go through the levels of the game described above before playing with all the rules and cards.

First of all, add the mutation rooms. Then for experienced players, add the air vents.

Be sure to explain that it is only possible to go through the vents a limited number of times.

> Organise school, town or regional tournaments...

