



070 Guess the message

Use the pictograms as a communication tool and an introduction to reading and writing. Spark and increase interest in reading by constructing sentences with pictograms.

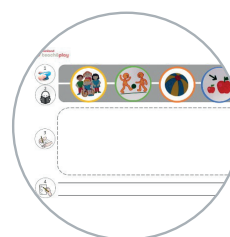
Introducing the session

Send a Message includes 105 pictograms specially selected to encourage reading and writing, constructing and reading and interpreting sentences. It is important that before starting to construct and interpret sentences, the child becomes familiar with all of them.

To get started, we recommend the following: Pointing games such as, for example, "I spy". Put the pictograms in a visible place and a classmate or adult gives clues, "I spy someone carrying a book and they like to write on the blackboard, who is it?" (teacher). You can also play find the pictogram, like the lynx game. Place the pictograms in the middle. The teacher says a word and the child has to look for the pictogram; Sorting games: Classify pictograms by colour, yellow pictograms represent people, green pictograms represent actions, etc.; Ordering games, in which the teacher gives the child 2 or 3 pictograms and they have to order them and build a sentence.

Game with Miniland products

The aim of the game is to guess the message by placing the pictograms of the message in the structure of the Miniland toy in the same order from left to right, and to analyse and interpret the sentence they have constructed. They must then represent the message, first by drawing and then by writing the message conveyed by the sentence with pictograms. For example: children play with a big ball at school.



Digital game

The digital game involves constructing sentences with pictograms. To begin with, the child will be shown an image that they must observe carefully and then interpret and form a sentence describing the image. They must then select and arrange the appropriate pictograms to help them compose the sentence. For example: the blue Martian looks for their spaceship or the cat goes to school. As a clue, the number of pictograms to be used for each scenario will be marked on the panel.



Educational content

Language

- Expands vocabulary.
- Order of sentence elements.
- Verbal reasoning.
- Multilingual practice.

ICT

- Using the digital environment.

Multilingual education

- Vocabulary and verbal expression.

Artistic education

- Drawing.



Compatible Miniland material

- Ref. 31978 Send a message



Age

4 - 7 years



Temática

Language and foreign languages.