



| | | |
|---|---|---|
| <p>Grades 1 - 12</p> <p>Duration: 30 min</p> <p>Tools: one block / group, audio player</p> <p>Group work</p> <p>Keywords: Movement</p> | <p>Modelling with Logifaces</p>  <p>INTERDISCIPLINARY</p> |  <p>LOGIFACES METHODOLOGY Erasmus+</p> <p>TEACHER Logifaces</p> <p>2019-1-HU01-KA201-0612722019-1</p> |
| <p>DESCRIPTION</p> <p>PHASE 1 Students form groups of 3 (if not divisible by 3, there may be 4 in a group). They are asked to model a Logifaces piece. Groups show their model to the whole class.</p> <p>PHASE 2 The group agrees on one type of modelling system. The teacher plays music, students move around in their groups. When the teacher stops the music, each group should immediately form a Logifaces piece with three different corner heights, and freeze there.</p> | | |
| <p>SOLUTIONS / EXAMPLES</p> <p>PHASE 1 Possible modelling systems:</p> <ol style="list-style-type: none"> 1. each student is a vertex, they model height by squatting, stretching, standing on a chair, etc. 2. each student is an edge, they hold hands and form a triangle (the arms of each student held at 180 degrees to the two sides), the vertex is where they hold hands, and they hold hands at varying heights, low / medium / high, according to the vertex height. 3. each student is a face. <p>PHASE 2 The game is the most comfortable with modelling system 1 (each student is a vertex).</p> | | |
| <p>PRIOR KNOWLEDGE</p> <p>None</p> | | |
| <p>RECOMMENDATIONS / COMMENTS</p> | | |