

Learning activity 'Know Estonia'

Learning activity 'Know Estonia' is meant for children over 6 years old. For this learning activity, a one-week sample plan of activities is prepared for a group of pre-school children. The learning activity is meant to be conducted both individually and in groups. The activity is built on five playing cards: barn swallow, herring, map of Estonia, Tall Hermann Tower, and cornflower. The teacher can develop the activity further using the five additional cards: swallowtail, mole, sundews, gnat, and tick.

To do the activity with the augmented reality cards you will need:

1. One or several smart devices with AR-capability and an Internet connection.
2. Printed special playing cards with the [QR-code](#) that launches the object. If you cannot print the playing cards, use a computer or smart device to present the QR-code that launches the object on the screen. Click here **to launch the objects directly on the screen**.
3. Additional items to make the activity more varied.
4. The action plan, which you can print here.

Aims:

General skills: child can cooperate with others.

The environment and me: child knows and can describe the Estonian national flower, bird and fish and knows that the Estonian flag is raised every day at Tall Hermann Tower.

Mathematics: child can measure items and objects using the agreed measurement units and compare these according to length/height.

Language and speech: child can express their thoughts and can use a variety of adjectives to describe objects.

Art: child can choose materials and techniques suitable for tasks and use different tools purposefully and safely.

Music: child enjoys music and expresses themselves creatively.

Movement: child wants to move and enjoys moving.

Field	Monday Map of Estonia	Tuesday Tall Hermann Tower	Wednesday Barn swallow	Thursday Cornflower	Friday Herring
The Environment and Me	Studying the map of Estonia, describing Estonia.	Naming the national and traditional symbols of Estonia, watching a video – flag raising in Tall Hermann Tower.	Describing the barn swallow using the AR card and card questions (colour, body parts, characteristics, habitat, feeding).	Studying the cornflower, describing it using the AR card and real cornflowers, if possible.	Studying, comparing and describing a fresh herring, smoked herring and the herring on the AR card. Cleaning and tasting smoked herring.
Language and Speech	Storytelling game using the AR cards (see above).	Discussion on why national and traditional symbols are necessary.		Preparing a fantasy story – prepare a story 'How the cornflower came to be' as a group task.	Game 'Riddle me, riddle me, what could it be?' using the AR cards (see above).
Mathematics	Measuring the distances between cities on the map of Estonia and comparing the results.	Measuring the tower made in the art session, converting measuring units, comparing the heights/widths of the towers with other groups.	Finding out the tail length and wingspan of the barn swallow using an encyclopaedia, sculpting a life-size swallow and comparing its size with the surrounding objects.	Measuring and comparing the height of cornflowers.	Measuring the herrings studied, comparing their lengths.
Art	Work in teams of two on 'My Estonia' – discuss with your partner which places you have visited in Estonia, mark these on the contour map and design/colour the map according to your liking.	Making Tall Hermann Tower from recycled materials in groups.	Sculpting nests and eggs of barn swallow and other birds.	Creative work in any technique using a variety of means – 'Cornflowers on the field'	Making a fishing game (draw and cut out fish in various sizes, attach a metal paper clip to these, make a fishing rod using a wooden stick and a magnet).
Music	Listening to	Listening to	Listening and	Singing game	Listening to the

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	music and singing – Estonian national anthem.	music and playing along on rhythm instruments – song 'Eesti lipp'	comparing nature sounds – how does a swallow's song differ from the song of other well-known songbirds.	'Me lähme rukist lõikama'	sound of water and recording using 'clothespins' – recording water sounds in several ways (running from the tap with different pressures, pouring from a cup, rain, etc. and comparing the recordings).
Movement	Orienteering game using the AR cards about Estonia (see above).	Study trip to Tall Hermann Tower.	Creative outdoor movement – how barn swallows fly south in flocks, what obstacles they face.	Movement game 'Flowers' – an agreed number of steps for each flower; children must reach from one wall to the opposite one.	Creative indoor movement to underwater sounds 'How do fish dance?'