

STRATEGI PELAKSANAAN PEMBELAJARAN DAN PEMUDAHCARAAN DI PUSAT PEMBELAJARAN

NAMA PUSAT : DRAMATIC PLAY @ MAIN PERANAN
FUNGSI : ROLE PLAY @ DRAMA
TAJUK : BREEDING AQUATIC

BI L	PERKARA	CATATAN	
1	CONTENT STANDARD	FK 1.1	Meneroka pelbagai aktiviti yang melibatkan motor halus.
2	LEARNING STANDARD	FK 1.1.3	Menggunakan kemahiran motor halus melalui aktiviti yang melibatkan alatan.
		KD 2.3.5	Menunjukkan kebolehan sendiri melalui pelbagai kaedah berkomunikasi.
3	STREAM	S	Identify an aquatic marine
		T	Console PlayStation, Simulator
		R	To cultivate working together attitude
		E	To design an objects
		A	To express creative ideas using own imagination
		M	Counting objects,size
4	OBJECTIVE	Children know the life cycle of aquatic life.	
5	BBM	joystick, stationeries	
6	MORAL VALUE	Sharing,teamwork,confident,brave,patience	
7	<u>LEARNING STRATEGIES</u> 1. Children buy tokens to get into the game room. 2. A child explains how to use a token to play fish tycoon. 3. Children play fish tycoon together using console playstation and simulator 4. Children talk about fish tycoon games to friends. 5. Children sing a song ' <i>Have you ever seen shark's tail ?</i> 'with a movement. Rujukan- https://www.youtube.com/watch?v=LTOvHnSXv4A Have You Ever Seen Shark's Tail?		

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