

## STRATEGI PELAKSANAAN PEMBELAJARAN DAN PEMUDAHCARAAN DI PUSAT PEMBELAJARAN

**NAMA PUSAT : OUTDOOR LEARNING CENTRE**  
**PUSAT : OUTDOOR @ AKTIVITI LUAR**  
**TAJUK : DIG IT !!**

BI L	PERKARA	CATATAN	
1	<b>CONTENT STANDARD</b>	FK 1.1	Meneroka pelbagai aktiviti yang melibatkan motor halus
2	<b>LEARNING STANDARD</b>	FK 1.1.1	Menjalankan pelbagai aktiviti yang melibatkan penggunaan motor halus.
		KD 2.2.1	Membezakan antara kehendak yang diinginkan dengan keperluan untuk membuat pemilihan dalam sesuatu situasi.
		BI 2.4.1	Recognise and name objects.
3	<b>STREAM</b>	<b>S</b>	Identify an aquatic marine
		<b>T</b>	Sand play tools
		<b>R</b>	Patience, taking turn
		<b>E</b>	Design a pyramid from paper cup
		<b>A</b>	Build a pyramid using their creativity
		<b>M</b>	Arrange the cups to build a pyramid
4	<b>OBJECTIVE</b>	Children able to build a pyramid of the aquatic marine in the cup	
5	<b>BBM</b>	Sand play tools, sand, cup, marine life toys, animals toy (eg : duck, snake, cat, dog, horse etc)	
6	<b>MORAL VALUE</b>	Teamwork, patience, confident	
	<p><b><u>STRATEGIES</u></b></p> <ol style="list-style-type: none"> <li>1. Children will be divided into two groups.</li> <li>2. Teacher explains to the children about how to play the game.</li> <li>3. Children run to station 1, and dig the sand to find the aquatic marine</li> <li>4. After the children find the aquatic marine, they run to station 2.</li> <li>5. At station 2, children put the aquatic marine toys in the cup and build the pyramid using the cup.</li> <li>6. Children repeat the games alternately.</li> </ol>		

**Nota: Guru perlu memastikan keselamatan, kebersihan, penglibatan semua kanak-kanak semasa aktiviti dilaksanakan.**

*\* pelbagai kaedah boleh digunakan mengikut kesuaian aktiviti..*

Rujukan : <https://www.youtube.com/watch?v=lsPKRWGxXA>