

COLOUR TABLETS

MATERIALS:

BOX 1: One pair each of the three primary colours: red, blue, and yellow

BOX2: One pair each of the colours: red, yellow, blue, green, orange, purple, pink, brown, and grey, black and white.

BOX3: Nine colours each presenting seven gradations of each of the colours: red, yellow, blue, green, orange, purple, pink, brown, grey.

AIMS

Direct aim: Refinement of chromatic sense

Key to the world of colours

Indirect aim: preparation for art

How to pick up a colour tablet:

Pick up the colour tablet by its edges with your index finger and thumb. .Don't touch the coloured area.

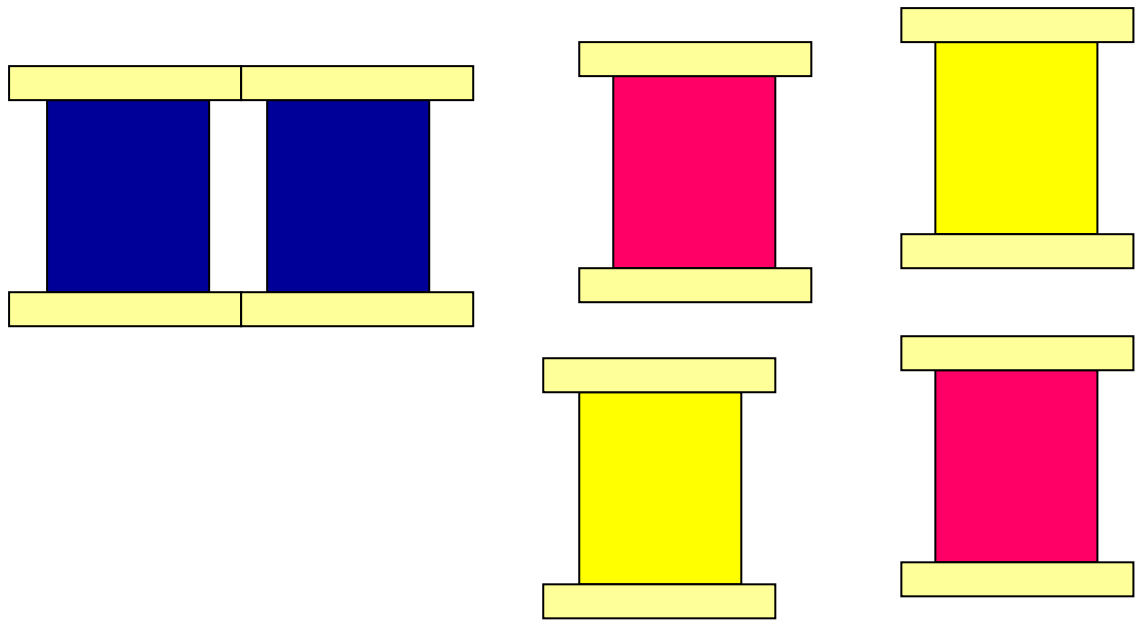
Presentation

BOX 1

1. Invite the child, ask the child to get a square mat and roll it out.
2. Introduce the Material on the shelf to the child and ask the child to carry the colour box and place it on the mat.
3. Show the child how to open the lid and then place the box on the lid and keep it aside.
4. Take out one colour tablet from the pair (red), Show it to the child and the move it to the corner.
5. Do the same for the other two colour tablets.
6. Next, take out the other three colour tablets from the box one by one and randomly place it on the mat.
7. Isolate anyone tablets, look for its pair, once found, place it next to the other one already placed.
8. Now ask the child to pair the remaining two colour tablets.
9. Once the child is done mix up all the colors.
10. Now invite the child to do pairing.

COLOUR TABLETS

EXERCISE1: Child's own presentation

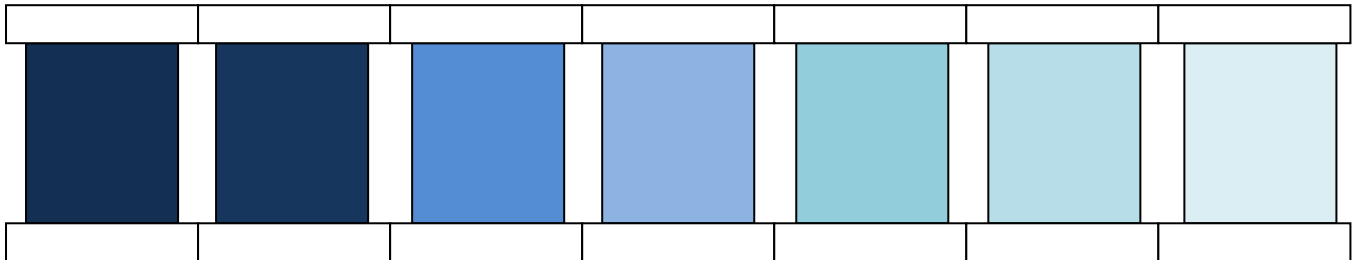


BOX 2

1. Invite a child, and introduce the material
2. Ask the child to bring box 2 to the working table.
3. Encourage the child to open the box.
4. Take out three pairs of colour tablets (red, yellow and blue) one by one and place it randomly.
5. Show the child where to start.
6. Ask the child to pair the tablets.
7. Then take out next three pairs of colour tablets, (green, orange and purple) one by one and place it randomly.
8. Pair the three colours
9. now shuffle or mix up the colours
10. Ask the child to pair it again.
11. Take out next three pairs of colour tablets, pink brown and grey, one by one and place it randomly.
12. pair the 3 colours
13. Pair the three colours mix up or shuffle the colours that are paired
14. Ask the child to pair everything again..
15. Take out last two pairs of colour tablets (black and white) one by one and place it randomly.
16. Now pair the two colours.

COLOUR TABLETS

17. Now shuffle all the paired colours and ask the child to pair everything again
18. Dismantle the paired colours and place all the colour tablets randomly on the mat.
19. Invite the child to do pairing



BOX 3

1. Invite the child and introduce the material
2. Ask the child to bring box 3 to the working table.
3. Encourage the child to open the box.
4. Take out one set of colours from the box (preferably blue) and place it one by one on the tray.
5. Ask the child to carry the tray to the working mat and place it on it.
6. Isolate one extreme and place it on the mat.
7. Take out the next one in gradation and place it next to the first one.
8. Compare occasionally and finally do the same for all the colour tablets until the whole set is laid out in gradation.
9. Now, mix up all the colours and place it randomly on the mat.
10. Invite the child to do the activity.

EXERCISE 1: Child's own activity as shown in the presentation

EXERCISE 2: Box 2

EXERCISE 3: Box 3

EXERCISE 4: 2 OR more colours, eventually all colours (gradation)

CONTROL OF ERROR: Child's own perception

COLOUR TABLETS

LANGUAGE: Names of all colours, dark, light, darker, lighter, darkest, lightest

AGE- 3 yrs

GAMES:

Game 1 – Pairing at a Distance

1. Shuffle all single tablets on one mat.
2. Shuffle their pairs on another mat on one corner of the room.
3. Isolate one tablet form from one mat to its corner.
4. Ask the child to pick its pair from the other mat and place it with this tablet.
5. Give each child a turn to perform this.
6. Shuffle once every tablet is paired and repeat the game.
7. The game will continue as long as the child is interested.

Game 2 – Grading at a Distance

Game 3a - Lighter Darker

3b - Just Lighter Just Darker

Game 4 – Fetching Matching Objects

1. Call a group of children.
2. Take out all the colour tablets from Box 3 and put it randomly on the mat.
3. Isolate any one tablet and ask the child to bring any one object in the environment that is of the same colour.
4. The game will continue as long as the child is interested.

Game 5 – Fetching Matching Tablets

1. Call a group of children.
2. Take out all the colour tablets from Box 3 and put it randomly on the mat.
3. Take the child around the classroom.
4. Ask the child to bring a tablet that matches with the colour of the object that we're pointing to, in the environment.
5. The game will continue as long as the child is interested.

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