



# How to Use the Activity Cards

The activity cards are designed to inspire students to explore, play, and learn through activities that combine math, technology, design, and physical movement. The cards support curriculum goals and offer engaging tasks for all age groups.

## How to Start?

**Print the Cards.** The cards are designed for double-sided A4 printing. One side shows an image of the play equipment, the other has instructions for the activity. Select double-sided (duplex) printing with long-edge binding. Cut along the guideline, laminate the cards, and trim again, leaving a safety margin. Finally, round the corners for safety.

**Choose the Cards.** Pick cards that suit your group's age and learning goals. The cards can be used individually, as a themed set, or as part of a longer project.

**Groups or Individuals.** Decide whether students will complete the tasks alone, in pairs, or in small groups.

**Guide and Encourage.** Pick a card together — for example, *Keyboard*. Read the task aloud and give students time to complete it. You can add your own twist, like a time challenge or creativity bonus.

Afterwards, reflect together: what did they learn, and what was the most fun?

## What the Cards Include

**Target group:** The main target audience for the card (early childhood, pre-primary, grades 1-6, grades 7-9)



**Task description:** Clear instructions for what the student should do

**Objectives:** Skills developed through the task, such as algorithmic thinking, communication, or technology us.

**Tips:** Additional ideas to enrich the activity

## List of Cards:

- Sandbox
- Emoji
- Image Hunt
- Computer Mouse
- Pixel Play
- Overheated Pixels
- Battery Tag
- Keyboard
- Phone
- Internet Cat
- Pixel Artwork
- Screen
- Coder Says
- Asphalt Code
- Robot Remote
- Computer Tower
- Flowchart
- Binary Calculator
- Algorithm Dance
- Map Task
- Virus Tag
- Audio Tour
- Computers in the City

# Curriculum Connections

EC

## Early Childhood Education

- Various forms of expression
- Mathematical thinking
- Motor skills and movement
- Language and communication
- Exploring the environment and technological thinking
- ICT skills
- Play and interaction
- Cooperation and teamwork
- Emotional and social skills
- Observation of the environment
- Creative and logical thinking

PP

## Pre-Primary

- Thinking and learning to learn
- Mathematics
- Communication and expression
- Basic ICT skills
- Mother tongue and literature
- Collaborative learning
- Motor skills
- Visual expression
- Logical thinking and organization
- Basic technology concepts

1-2

## Grades 1–2

### Mathematics

- Practicing understanding of quantities and basic calculation skills
- Learning to solve simple mathematical problems in everyday situations
- Practicing comparing and ordering numbers
- Learning measurement and basic geometric concepts
- Developing mental arithmetic skills and understanding basic operations
- Deepening understanding of number sequences and patterns
- Exploring simple statistics and drawing conclusions from

them

- Learning to use units of time, weight, and length
- Practicing problem-solving and reasoning skills

### Finnish Language and Literature

- Developing listening and discussion skills in a group
- Practicing basic reading and writing skills
- Building vocabulary and understanding basic text structures
- Learning to write short stories and messages
- Exploring the world of fairy tales and narratives

### Environmental Studies

- Observing and exploring nature and the environment
- Learning safety skills and practices
- Understanding the cycle of seasons and its effects
- Practicing the use of simple maps and routes
- Reflecting on the relationship between humans and the environment
- Exploring the role of technology in everyday life

### Physical Education

- Practicing basic motor skills such as balance and coordination
- Learning to act safely in physical environments

### Visual Arts

- Exploring colours, shapes, and patterns
- Practicing self-expression through art

3-6

## Grades 3–6

### Mathematics

- Learning to solve multi-step mathematical problems
- Deepening understanding of numbers and calculations
- Practicing geometric visualization skills
- Developing mathematical reasoning and problem-solving ability
- Exploring the interpretation and presentation of statistics
- Practicing percentage calculations and unit conversions
- Learning precise measurement and use of units
- Deepening understanding of mathematical structures
- Exploring the basics of functions and formulas

### Finnish Language and Literature

- Practicing interaction skills in different situations
- Developing understanding of literature and texts
- Practicing producing texts for different purposes
- Deepening expression skills through literature and performances
- Exploring different genres of literature

### Environmental Studies

- Understanding natural cycles and phenomena
- Learning safety practices in nature
- Exploring the interaction between humans and the environment
- Reflecting on energy use and sustainable development
- Learning about the importance and use of natural resources
- Deepening understanding of technology in the environment
- Understanding the impact of technology on society
- Exploring the principles of environmental protection

### Physical Education

- Practicing teamwork and fair play
- Developing endurance, strength, and other physical abilities

### Visual Arts

- Deepening the creation and evaluation of personal artworks
- Learning to use different materials and techniques
- Exploring different art styles and their cultural significance

7-9

## Grades 7–9

### Mathematics

- Exploring statistical analysis and presentation methods
- Deepening understanding of functions and their applications
- Reflecting on mathematical models and their use in decision-making

### Finnish Language and Literature

- Practicing argumentation and expressing personal opinions

### Geography

- Deepening ecological thinking and understanding environmental impacts

### ICT Skills

- Learning to act responsibly in a digital environment
- Practicing the use of digital tools in project work
- Understanding the significance of technology in society and everyday life