## Elementary level

**Mathematics: Geometrical figures (circle, square, triangle, rectangular, oval)**

| Objective          | - visual memory  
|--------------------|------------------  
|                    | - attention      
|                    | - creativity     
| Learning environment | Computer class   
| Types of students  | a 1st grade class  
| Standards          | 1. Facilitate and inspire student learning and creativity  
|                    | 2. Design and develop digital-age learning experiences and assessments  
| Materials          | The class will use computers with installed Pixenate program  
| Procedures         | 1. Teacher uploads shows and explains the difference between geometrical figures.  
|                    | 2. Students are to color a circle (yellow), a square (red), a triangle (green), a rectangular (orange), an oval (blue) on their computers with installed Pixenate Program.  
|                    | 3. Teacher uploads a picture of some frame. In this frame students are “to construct” a fairy animal using all geometrical figures.  
|                    | 4. Teacher uploads for each student one circle/square/triangle/rectangular/oval. Students are to invent a thing/person from one geometrical figure, draw and print it as a present to their parents  
| Application        | Using Pixenate students will learn more about different geometrical figures and make a present to their parents  
| Evaluation         | The students will be evaluated based on the following:  
|                    | - skills of comparison – 10 points  
|                    | - inventiveness – 10 points  

**PIXENATE**  
photos made easy