

# SPANISH TEAM ACTIVITIES



IRISH MOBILITY  
JOAN FUSTER SCHOOL



FARM ANIMALS

ACTIVITIES





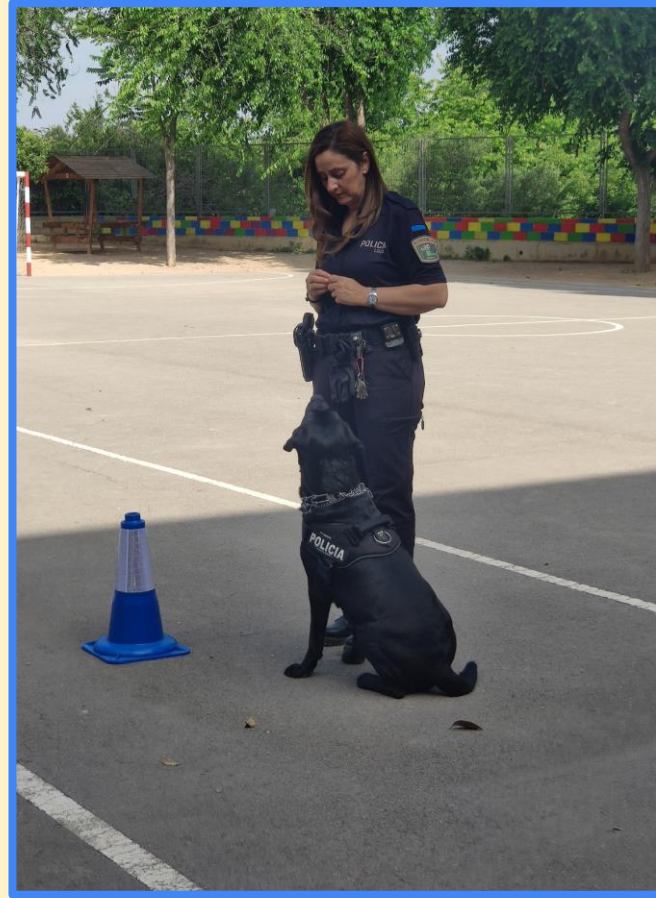




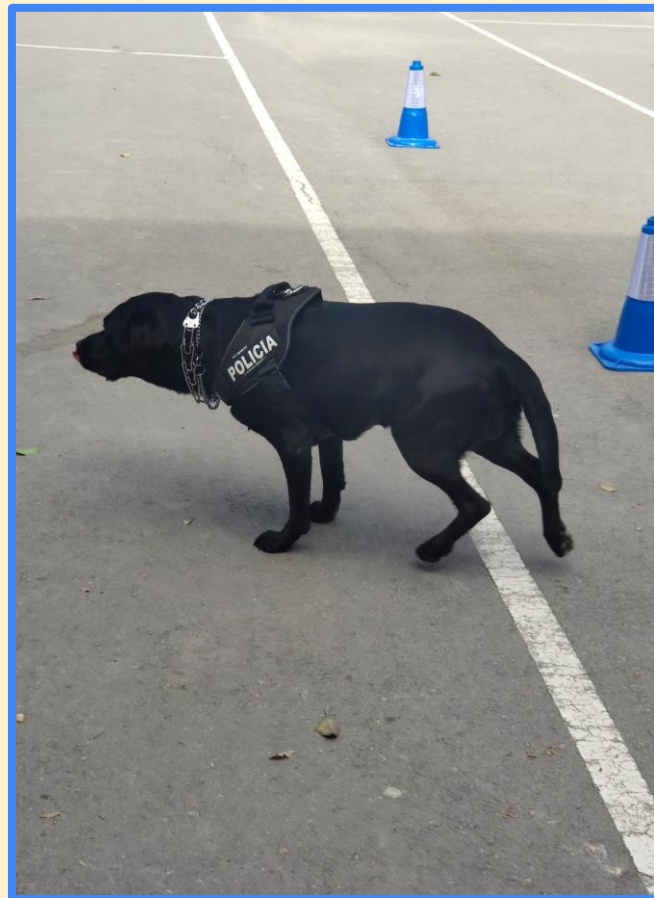


# DOG ACTIVITIES











# FISH / CAT ACTIVITIES



# SENSORIAL ROOM



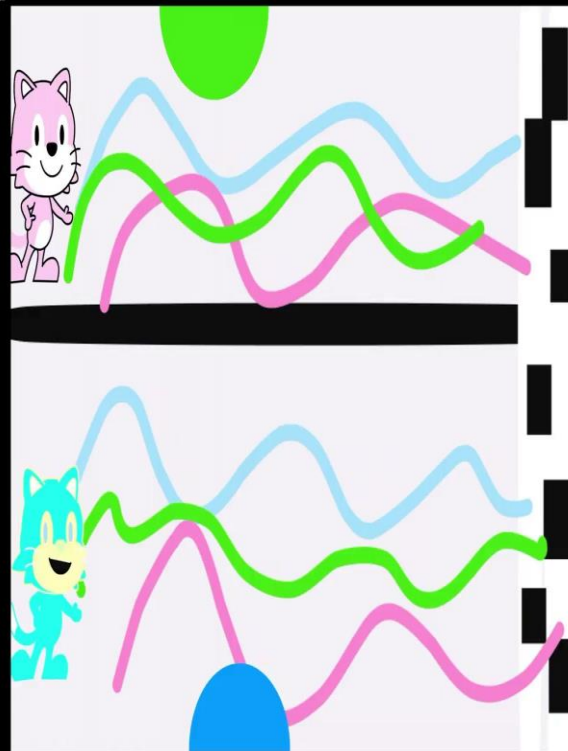


# ICT: SCRATCH





The Scratch Jr interface is shown with a fishing scene on the stage. The scene includes a boy in a boat, a fish, and an underwater view with coral and a fish. The interface includes the Scratch Jr logo, a home button, and various tool icons. On the left, there are asset categories: "Niño", "Caballito de ...", "Pez", and "Personaje". On the right, there are preview thumbnails for "Pez grande" and "Pez peque". At the bottom, there is a sequence of movement blocks: a yellow block with a fish icon, followed by eight blue blocks with arrows and numbers (8, 4, 4, 8, 5, 1, 2, 7), and a red block with a circular arrow icon. Below the blocks are icons for a fish and a character.



# HAMSTER ACTIVITIES





# WELCOMING FOR NEW STUDENTS

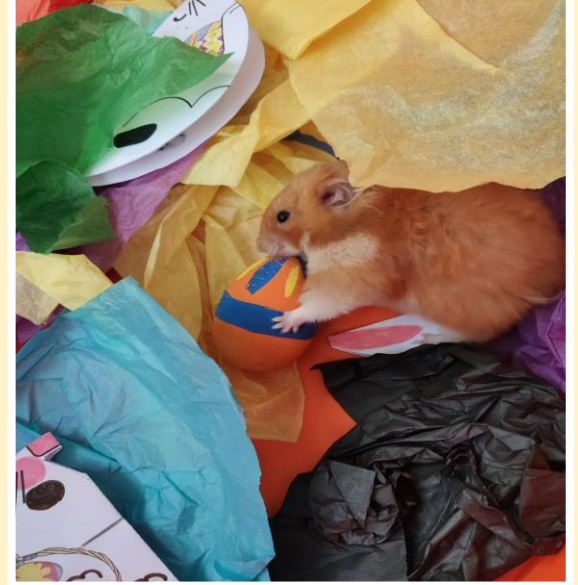


# SOLIDARITY RACE



# ARTS & CRAFTS ACTIVITIES

## EASTER PHOTOCALL

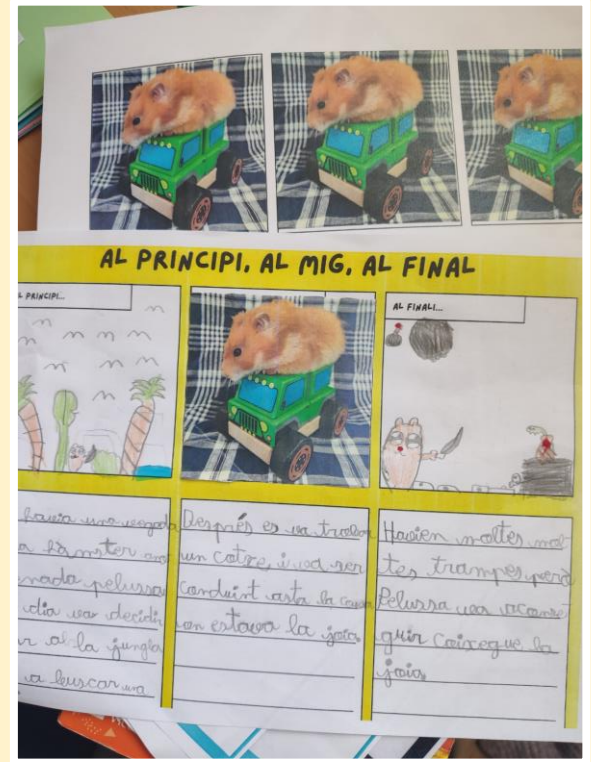


FALLA





# THINKING ROUTINES

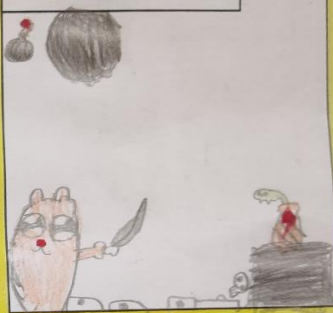


# AL PRINCIPI, AL MIG, AL FINAL

AL PRINCIPI...



AL FINALI...

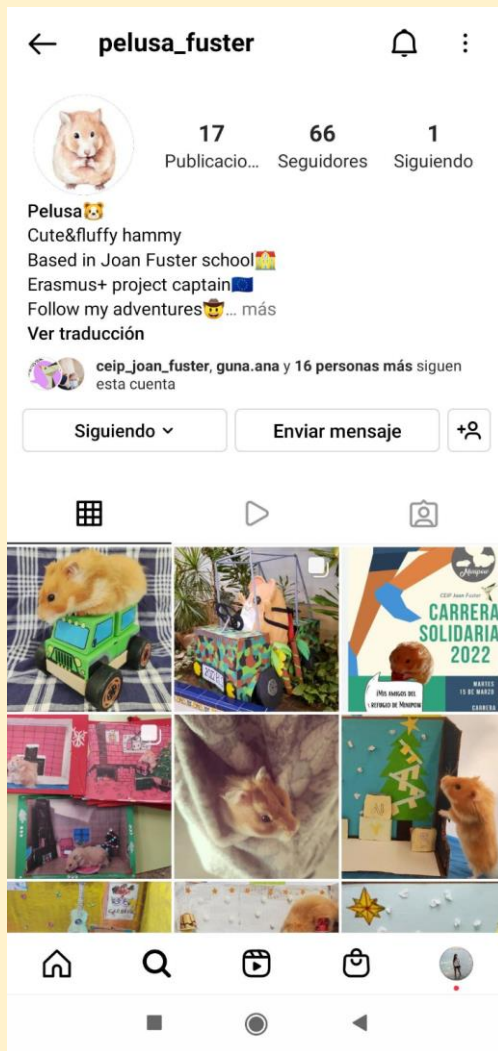


Hi havia una vegada una hamster amb una menada pelussa un dia va decidir anar a la jungla per a buscar una joia.

Després es va trobar un cotxe, i va ser conduint asta la casa on estava la joia.

Havien moltes moltes trampes però pelussa va aconseguir caixegar la joia.

# SOCIAL MEDIA





# MATHS ACTIVITIES

## GEOMETRY





WHERE IS PELUSA?

SPHERE

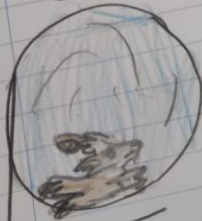


CYLINDER



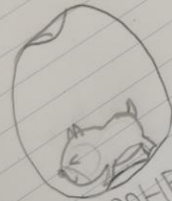
CONE

CYLINDER



PRISM

WHERE IS PELUSA?



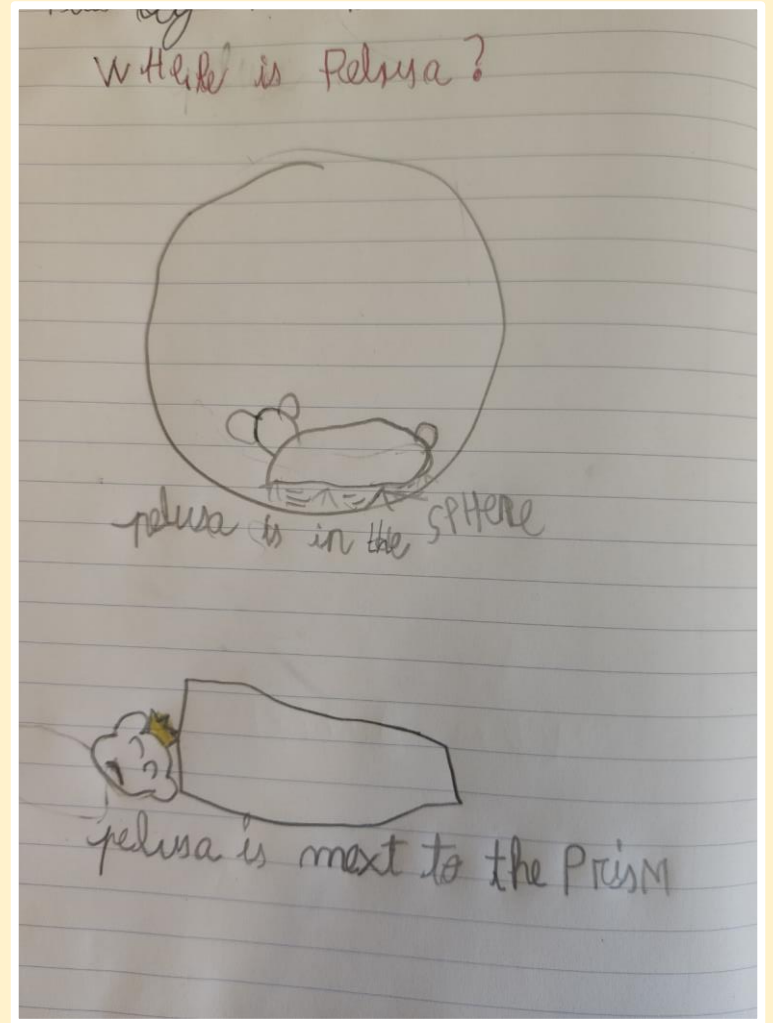
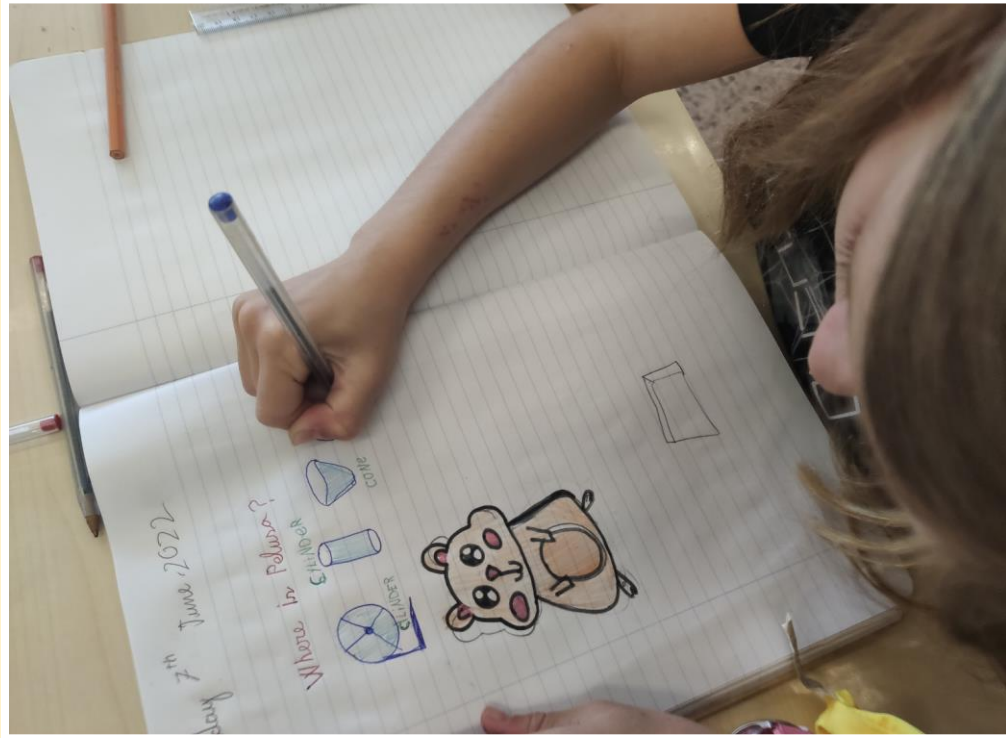
SPHERE



CONE



PRISM



# MEASURING WEIGHT



# EXTRA ACTIVITIES

## YOGA





READING



# SILK WORMS







# HORSE ACTIVITIES



