



## **Observation (1)** **In the Teaching Room**

<b>LEVEL</b>	Elementary
<b>AIMS (Aspect of Pestalozzi)</b>	<ul style="list-style-type: none"><li>• To improve students' observation of their immediate surroundings</li><li>• To practise drawing based on observation</li></ul>
<b>FURTHER AIMS</b>	To practise use of simple questions and answers in English
<b>MATERIALS NEEDED</b>	A sheet of blank paper, pencils and colouring pens for each student

The students play a game of 'I spy with my little eye'. The teacher starts, explaining that the thing 'spied' must be something that can be seen by all the students from where they are sitting. For example, 'I spy with my little eye something beginning with D'. Students take it in turns to guess what the thing is. For example, students ask, 'Is it a duster?' 'Is it a door?' until a student gets the correct answer, 'door', and the teacher says, 'Yes, it's a door.' The student who guessed the correct answer now starts the game again.

Each student chooses a single object he or she can see in the room or through the window and draws it. The drawing should be as detailed as possible (For example it should be of the specific table the student can see rather than simply of a table).

Students look at each other's work and make sure they can recognise exactly what has been drawn.

**Pestalozzi believed that students learn best by observing their surroundings in detail and that by drawing, the child moves from having a vague perception of something to having a clear idea of it. Drawing causes people to notice details, even when they are not drawing, which they would otherwise overlook. As a result they form a much more correct impression of things than they would otherwise.**