



## ***Hansel and Gretel, finding your way home***













<b>AGE RANGE</b>	5/6
<b>Activity for...</b>	Group of children with educational robotics
<b>Author</b>	Antonella Cavanna
<b>DURATION / TIMING:</b>	<p><b>Phase 1:</b> 45 minutes</p> <p>Reading of the Story + Discussion + Drawing</p> <p><b>Phase 2:</b> all the time you need</p> <p>Re-enactment of the fundamental points of the story + Presentation of activities + Game</p>
<b>REQUIRED MATERIALS:</b>	<ul style="list-style-type: none"> <li>• Book with the story of Hansel and Gretel</li> <li>• Game Board (example attached)</li> <li>• Coloured Stones</li> <li>• Educational Robots Clementoni (Doc, SuperDoc, Mind Designer)</li> <li>• Dice</li> </ul>
<b>PREPARATION OF THE ENVIRONMENT:</b>	<ul style="list-style-type: none"> <li>• The children sit in a circle on the floor and listen to the teacher reading the story. Then they draw individually.</li> <li>• During the game, they can place the game board on the ground and use the robot.</li> </ul> <p>Phase 1:</p> <ol style="list-style-type: none"> <li>1. The children listen to the story of "Hansel and Gretel".</li> <li>2. Discussion in order to highlight the misadventures of the two siblings and the positive experiences that have favored their return home.</li> <li>3. Drawing based on the story.</li> </ol>
<b>DETAILED DESCRIPTION:</b> How the activity is implemented?	<p><b>GAME: "Finding Your Way Home"</b></p> <p><b>GOAL:</b> from the starting point, the children should find a path that leads them to the house of Hansel and Gretel's father. In group, the children, interacting and cooperating with each other, must follow the path, programming the robot following moving it for as many boxes as indicated by the dice.</p> <p><b>RULES:</b></p>



1. To reach the arrival, the children must go through the bird boxes, where they are given small stones to keep; only after having conquered all the pebbles (total of 10), they are allowed to reach to the arrival point.
2. During the journey the children must try to avoid the boxes with the Witch's House, as they constitute an unexpected event. Those who accidentally end up on one of them, must go back as many boxes as indicated on the board by the arrows.
3. The robots moves according to the result of the dice. The group has to find a strategy.
4. At the "ARRIVAL" box, the players must count the pebbles, and only if they have conquered all of them they have won the game.

				 ARRIVAL
				
				
				
				
				 START



<p><b>ROLES of the CHILDREN</b></p>	<p>The children listen to the story, draw individually, and during the game they can cooperate, discuss, and advise each other. The children in the group agrees on the turn-taking. They decide how to move along the board, who program the robot and which directions to take to reach the arrival with all the stones.</p>																				
<p><b>ROLE of the TEACHER:</b></p>	<p>The teacher reads the story, encourages discussion, gives indications on how to do the activities, watches the children as they work in group, and can encourage cooperation. The teacher cannot find the solution to the problematic situation, they have to encourage the group to find it independently.</p>																				
<p><b>EXTRA RESOURCES</b></p>	<p>It is possible to use cards from the well-known game "ONE" as a variation to SuperDoc command cards. With the use of these cards it is possible to operate on the storage of directional commands (there are no more arrows) combined with cards ONE (double task), on the processes of mental calculation and of individual and/ or strategic solving (problem solving) group. The cards also adapt to a CLIL activity.</p> <p>The combination of directional controls / cards UNO can be customized (e.g. children with color blindness). Below are some examples.</p> <table border="1" data-bbox="511 1092 1458 1913"> <thead> <tr> <th data-bbox="511 1092 714 1165">KIND OF CARD</th> <th data-bbox="714 1092 893 1165">COLOUR</th> <th data-bbox="893 1092 1149 1165">NUMBER/ QUANTITY</th> <th data-bbox="1149 1092 1458 1165">NOTES</th> </tr> </thead> <tbody> <tr> <td data-bbox="511 1165 714 1306">  </td> <td data-bbox="714 1165 893 1306"> <p>Green = back</p> </td> <td data-bbox="893 1165 1149 1306"> <p>3 steps</p> </td> <td data-bbox="1149 1165 1458 1306"> <p><b>Green</b> The child repeats the command in English</p> </td> </tr> <tr> <td data-bbox="511 1306 714 1503">  </td> <td data-bbox="714 1306 893 1503"> <p>Blue= turn right</p> </td> <td data-bbox="893 1306 1149 1503"> <p>0 steps</p> </td> <td data-bbox="1149 1306 1458 1503"> <p><b>Blue</b> The child repeats the command in english</p> </td> </tr> <tr> <td data-bbox="511 1503 714 1705">  </td> <td data-bbox="714 1503 893 1705"> <p>The opponent programs the robot</p> </td> <td data-bbox="893 1503 1149 1705"></td> <td data-bbox="1149 1503 1458 1705"> <p><b>Rainbow</b> The child repeats the command in English</p> </td> </tr> <tr> <td data-bbox="511 1705 714 1913">  </td> <td data-bbox="714 1705 893 1913"> <p>Stop for the opponent</p> </td> <td data-bbox="893 1705 1149 1913"> <p>The opponent must stop one turn</p> </td> <td data-bbox="1149 1705 1458 1913"></td> </tr> </tbody> </table>	KIND OF CARD	COLOUR	NUMBER/ QUANTITY	NOTES		<p>Green = back</p>	<p>3 steps</p>	<p><b>Green</b> The child repeats the command in English</p>		<p>Blue= turn right</p>	<p>0 steps</p>	<p><b>Blue</b> The child repeats the command in english</p>		<p>The opponent programs the robot</p>		<p><b>Rainbow</b> The child repeats the command in English</p>		<p>Stop for the opponent</p>	<p>The opponent must stop one turn</p>	
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<b>Other remarks / Hints for the implementation</b>	The proposed board is just an example, the teacher can prepare is as needed or preferred adapting the path to the level of difficulty required.
<b>References, if any</b>	