



Hansel and Gretel, finding your way home

AGE RANGE	5/6
Activity for...	Group of children without educational robotics
Author	Antonella Cavanna
DURATION / TIMING:	<p>Phase 1: 45 minutes</p> <p>Reading of the Story + Discussion + Drawing</p> <p>Phase 2: all the time you need</p> <p>Re-enactment of the fundamental points of the story + Presentation of activities + Game</p>
REQUIRED MATERIALS:	<ul style="list-style-type: none"> • Book with the story of Hansel and Gretel • Game Board (example attached) • Coloured Stones • Dice • Pawns
PREPARATION OF THE ENVIRONMENT:	<ul style="list-style-type: none"> • The children sit in a circle on the floor while the teacher reads the story, and they draw individually. • During the game, the game board can be placed on the ground or on a table. <p>Phase 1:</p> <ol style="list-style-type: none"> 1 The children listen to the story of "Hansel and Gretel". 2 Discussion in order to highlight the misadventures of the two siblings and the positive experiences that have favored their return home. 3 Drawing based on the story.
DETAILED DESCRIPTION: How the activity is implemented?	<p>GAME: "Finding Your Way Home"</p> <p>GOAL: from the starting point, the children must 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, moving the pawn following moving it for as many boxes as indicated by the dice.</p> <p>RULES:</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 stones (total of 10 indicated in the board with coloured dots), they are allowed to go 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 back arrows.

3. The group proceed after throwing the dice and moving the pawn for as many boxes as the result. 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.

				
				
				
				
				
				



ROLES of the CHILDREN	<p>The children listen to the story and draw individually but during the game they can communicate and advice each other.</p> <p>The children in the group agrees on the turn-taking. They decide how to move along the board and which directions to take to reach the arrival with all the stones.</p>
ROLE of the TEACHER:	<p>The teacher reads the story, encourages the discussion, gives indications on how to carry out the activities, observes the children while they play. They can also advise the children if necessary.</p>
EXTRA RESOURCES	
Other remarks / Hints for the implementation	<p>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.</p>
References, if any	