Story of a snail	
AGE RANGE	3/4
Activity for...	Group without educational robotics
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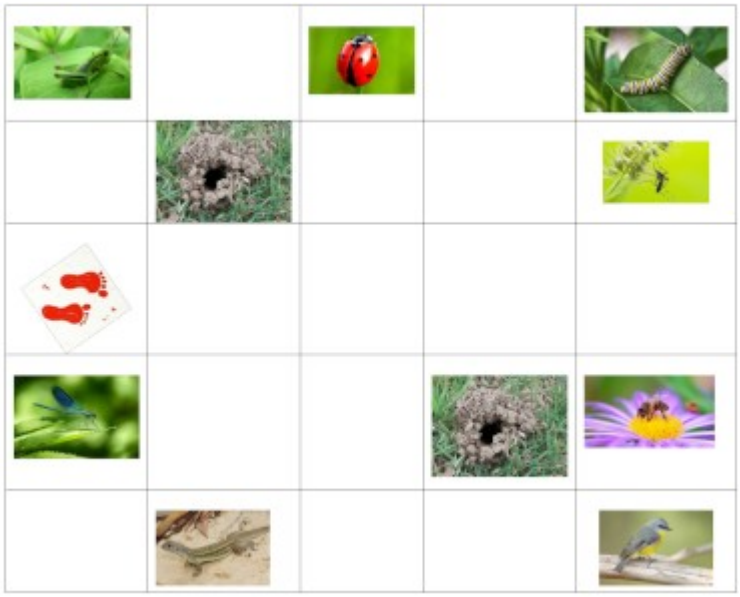
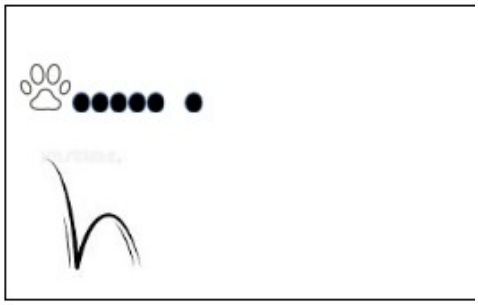
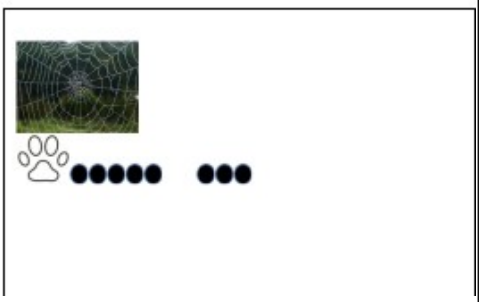
DURATION / TIMING:	reading activity 10 minutes activity: as long as the children need
REQUIRED MATERIALS:	• a little story • a platform made with tape or circles
PREPARATION OF THE ENVIRONMENT:	• Story: children can sit on the ground while the teacher's reading the story (attached below) • Activity (game): the teacher prepare board on the floor of the class with tape or hula-hops on which he/she puts images of insect (connected to the story) a starting point and obstacles.  • Cards to guess the animal (attached): the child pick the card and see only the card on the right, which contains clues about the animal to guess: number of paws, if flies or walk, etc. the picture on the left is the solution to the riddle.

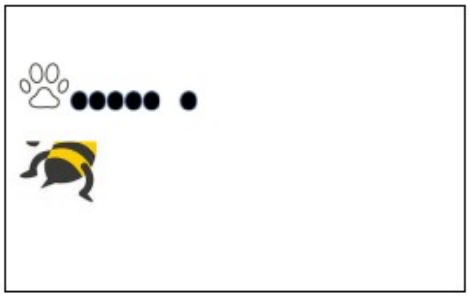
DETAILED DESCRIPTION: How the activity is implemented?	Phase 1: The children have to listen to the story. Phase 2: Game: one child picks up a card (attached) and he/she has to guess the animal of the tale by "reading" some clues graphically represented (cards on the right). When he/she knows the animal he/she has to say its name, then he/she goes on the "start" point on the board drawn on the floor. The child is blindfolded and has to move towards the animal guided by his/her friends. At the beginning of the game the teacher chooses a girl and a boy; the girl will say "left" when the child who's playing has to turn left and the boy says "right" when the child has to turn right. All the other friends can say "forward" or "backward". At the end of the game, the child can turn over the card and check his/her answer.
ROLES of the CHILDREN	The children have to listen to the story all together. Activity: • one child has to play on the platform by choosing a card, guessing the animal and doing the path guided by his/her friends. • One child has to check the answer by turning the card over. • One girl has to say "left" • One boy has to say "right" • The group has to say "forward" or "backward"
ROLE of the TEACHER:	The teacher reads the story and explains the game.
EXTRA RESOURCES	***STORY OF A SNAIL*** Once upon a time there was a beautiful vegetable – garden. It was summer. A little snail lived there. The little snail found a beautiful lettuce leaf to eat but the lettuce disappeared! The little snail looked for another one. The little snail found another big lettuce leaf…but, few days later, it disap-

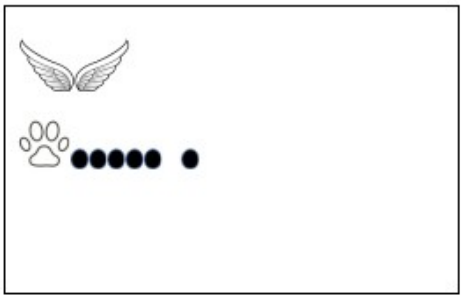
peared as well!
The little snail looked for another one.
“Uh! There it is…but there’s a caterpillar under it!” Said the little snail.
“Can I eat a little piece of this nice leaf?” Asked the little snail.
“No! It’s mine!” Answered the caterpillar.
“But…it is so big!” Said the little snail…
“I said no!”
They started arguing.
All the animals wanted to see and listen to them!
There were bees, dragonflies, ants, ladybugs, crickets, lizards, birds, spiders and even mosquitos!
Dragonflies and birds stopped flying around just to listen to them.
Ladybugs were on a branch and were listening to them.
Spiders didn’t want to listen to that noisy conversation so they decided to make a spiderweb just to cover their mouth! Mosquitos and lizards were too lazy and they didn’t care about the problem. Everyone works and cooperates” said a bee “Everyone picks up a seed or a crumb so everyone has something to eat!” said an ant.
One of the crickets started speaking… “Dear friends, we all live in this vegetable garden and we all have to share the good things that are here! It is nice to eat together and rest together under the same leaf. You can also help your friend, you can have a nice chat or you can make funny jokes!”
The little snail looked at the caterpillar.
The caterpillar looked at the little snail.
They smiled each other and from that moment on they knew that eating or resting together was nicer then doing it on their own!

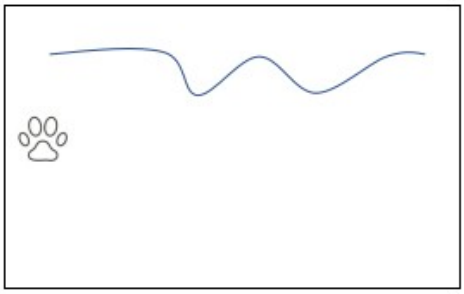
CARDS:

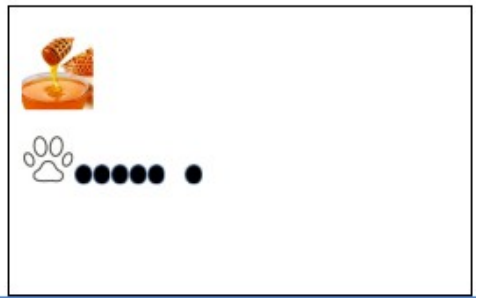


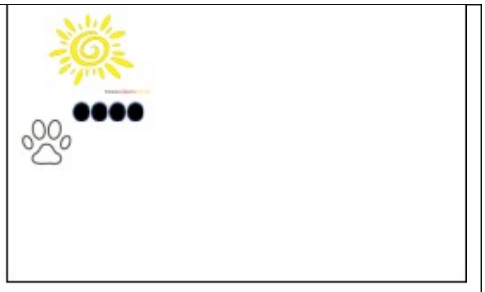
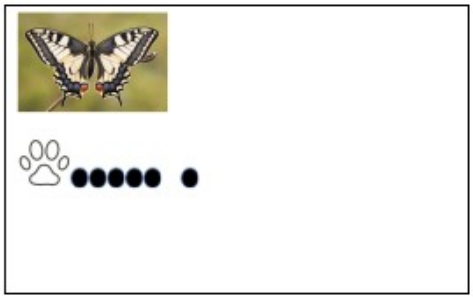
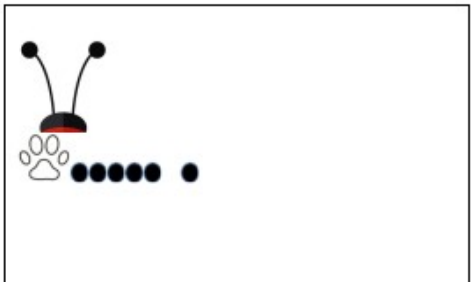










	  
Other remarks / Hints for the implementation	
References, if any	