



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

<b>AGE RANGE</b>	5/6
<b>Activity for...</b>	Single child 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</li> <li>• Coloured Stones</li> <li>• Robot</li> <li>• Dice</li> </ul>
<b>PREPARATION OF THE ENVIRONMENT:</b>	<ul style="list-style-type: none"> <li>• Children can randomly sit on the ground while listening to the teacher reading the story and while drawing individually.</li> <li>• During the game they may not communicate with other schoolmates.</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 must find a path that leads them to the house of Hansel and Gretel's father. I</p> <p><b>RULES:</b></p> <ol style="list-style-type: none"> <li>1. To reach the arrival, the child 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.</li> <li>2. During the journey the child must try to avoid the boxes with the Witch's</li> </ol>



House, as they constitute an unexpected event. 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 player must count the pebbles, and only if they have conquered all of them they have won the game.













				
				
				
				
				
				

**ROLES of the CHILDREN**

The child listens to the story and work individually. They may not communicate with their schoolmates.

The child decides how to move along the board and which directions to take to reach the arrival with all the stones.



<p><b>ROLE of the TEACHER:</b></p>	<p>The teacher reads the story, encourages discussion, and gives indications on how to carry out the activities. They can also support the child in case of need.</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.</p> <p>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.</p> <p>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="511 787 1458 1614"> <thead> <tr> <th data-bbox="511 787 712 863">KIND OF CARD</th> <th data-bbox="712 787 894 863">COLOUR</th> <th data-bbox="894 787 1151 863">NUMBER/ QUANTITY</th> <th data-bbox="1151 787 1458 863">NOTES</th> </tr> </thead> <tbody> <tr> <td data-bbox="511 863 712 999">  </td> <td data-bbox="712 863 894 999"> <p>Green = back</p> </td> <td data-bbox="894 863 1151 999"> <p>3 steps</p> </td> <td data-bbox="1151 863 1458 999"> <p><b>Green</b> The child repeats the command in English</p> </td> </tr> <tr> <td data-bbox="511 999 712 1199">  </td> <td data-bbox="712 999 894 1199"> <p>Blue= turn right</p> </td> <td data-bbox="894 999 1151 1199"> <p>0 steps</p> </td> <td data-bbox="1151 999 1458 1199"> <p><b>Blue</b> The child repeats the command in english</p> </td> </tr> <tr> <td data-bbox="511 1199 712 1398">  </td> <td data-bbox="712 1199 894 1398"> <p>The opponent programs the robot</p> </td> <td data-bbox="894 1199 1151 1398"></td> <td data-bbox="1151 1199 1458 1398"> <p><b>Rainbow</b> The child repeats the command in English</p> </td> </tr> <tr> <td data-bbox="511 1398 712 1614">  </td> <td data-bbox="712 1398 894 1614"> <p>Stop for the opponent</p> </td> <td data-bbox="894 1398 1151 1614"> <p>The opponent must stop one turn</p> </td> <td data-bbox="1151 1398 1458 1614"></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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<p><b>Other remarks / Hints for the implementation</b></p>	<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>																				
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