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AGE RANGE	3/4																									
Activity for...	Single child with educational robotics																									
Author	Agnese Tombesi – Renata Dal Monte																									
DURATION / TIMING:	reading activity 10 minutes; activity with the robot: as long as the child needs																									
REQUIRED MATERIALS:	<ul style="list-style-type: none"> • A short story • Educational robot Clementoni (Doc, SuperDoc, Mind Designer) • 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. • A board for playing with the robot <div style="text-align: center;"> <table border="1" style="width: 100%; height: 150px;"> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> </div>																									
																										
																										
																										
																										
																										
PREPARATION OF THE ENVIRONMENT:	Story: children can sit on the ground while the teacher's reading the story.																									



	<p>Activity (game): the child can lay on the floor and play with the robot</p>
<p>DETAILED DESCRIPTION: How the activity is implemented?</p>	<p>The child has to listen to the story and then he/she has to play with the robot.</p> <p>Game: the 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 and then program the robot to reach it on the board. The child has to pay attention because the robot can’t go on the boxes with the “hole”; if the robot “falls” into the hole, the child has to start again from the beginning.</p> <p>At the end of the game, the child can turn over the card and check if the animal is the right one.</p>
<p>ROLES of the CHILDREN</p>	<p>He/she has to listen to the story and work on his own; he can’t communicate with other pupils.</p> <p>The child has to program the robot and follow the rules of the game.</p>
<p>ROLE of the TEACHER:</p>	<p>The teacher reads the story and explains the game.</p>
<p>EXTRA RESOURCES</p>	<p style="text-align: center;"><i>STORY OF A SNAIL</i></p> <p>Once upon a time there was a beautiful vegetable – garden. It was summer. A little snail lived there.</p> <p>The little snail found a beautiful lettuce leaf to eat but the lettuce disappeared!</p> <p>The little snail looked for another one.</p> <p>The little snail found another big lettuce leaf...but, few days later, it disappeared as well!</p> <p>The little snail looked for another one.</p> <p>“Uh! There it is...but there’s a caterpillar under it!” Said the little snail.</p> <p>“Can I eat a little piece of this nice leaf?” Asked the little snail.</p> <p>“No! It’s mine!” Answered the caterpillar.</p> <p>“But...it is so big!” Said the little snail...</p> <p>“I said no!”</p> <p>They started arguing.</p> <p>All the animals wanted to see and listen to them!</p> <p>There were bees, dragonflies, ants, ladybugs, crickets, lizards, birds, spiders</p>



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!"

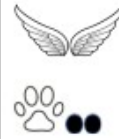
The little snail looked at the caterpillar.

The caterpillar looked at the little snail.








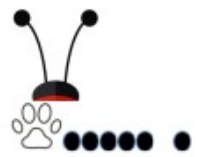
They smiled each other and from that moment on they knew that eating or resting together was nicer then doing it on their own!

CARDS:







		
		
		
		
Other remarks / Hints for the implementation		
References, if any		