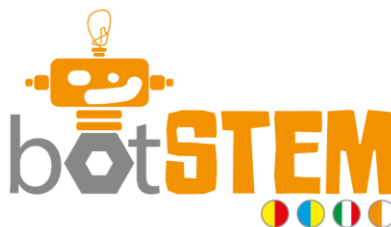



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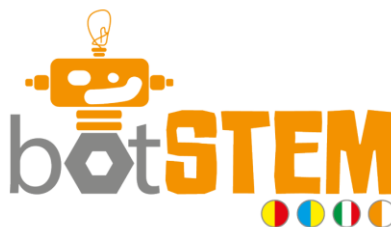


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Good practice template

1. Title of the activity / practice	From poetry to robotics
2. Origin of the activity	<i>Irene Zorzi;</i> Teacher Primary School Beni Montresor Bussolengo VR -Italy
3. Age of the students	7 years old
4. Target group (type of the learners, size of the group)	Activity in the group class format from 11 males and 11 females with cases of relationship difficulties and learning.
5. School subjects + topics concerned	<p>Subject: Italian, Maths, English. Cross- curricular activity and interdisciplinary Topic: solving games with the four operations and two games on Italian and English words by moving robots 6 (Clementoni - Science and game) on a grid of plywood 75cmx75cm.The robots are provided in the box so We must also discover and mount them together following the instructions.</p> 



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<p>6. Educational goals of the practice</p>	<p>See the connection between poetry and mathematics NightIdentify the use of metaphors.</p> <p>NIGHT "The more time passes and the more things you want to say and fewer are those who say. After all, it was created to add, We live by multiplication, It suffers by divisionand die by subtraction. But do not worry,the shadow is the enemy of the time. Your you will tell to you what you have been silent " Gianni Pirolo.</p> <p>We listen to the music combined with the author's cited poetrycomposed for piano and clarinet.We dialogue about the meaning of poetry and the use of metaphor.</p> <p>Recognize words related to their school and the English words for colors mixed with letters, written in pencil on 2 plywood panels 75x75cm Practice your new skills by adding, multiplying, subtracting and dividing data numbers available within 4 plywood boards 75 x75 cm</p>
<p>7. Duration</p>	<p>Training preparatory activities: three lessons of 30 min. You become familiar with the robot and his way of moving within a predefined space according to simple commands: forward, backward, left or right 90 ° Lesson 2 two-hour unit to play with robots and then collect the results using the Lim in class with the Sankore software with which explains the various stages of the game. EVALUATION of the pupils for the approval of and development suggestions. Popularity collection of data in bar graphs and pie charts for percentages.</p>
<p>8. Place</p>	<p>Class The desks are placed along the perimeter to have the maximum space possible to the center.</p>



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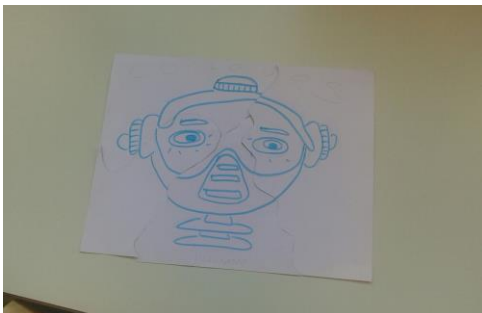
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9. Short description of the activity

1- Reading and commentary of "Notturmo" poetry and discussion.



2- Formation of groups: all students stand face to the wall and arms behind the back to form a "saucer" which is put a piece of a puzzle that depicts re robot and its message in for example: addition, subtraction ..., discover the word, colors.



2-DEFINING ROLES of the group: Muffler, writer, responsible for material, speaker,3- pupils turn and start to look for their teammates and form the complete puzzle die red robot, yellow, green...
3- pupils turn and start to look for their teammates and form the complete puzzle die red robot, yellow, green...

4- They sit on the floor where there are 6 plywood boardswith 6 different activities, everyone in the place indicated by the message on the robot puzzle.

5- Penalties: will be delivered red chips if you get confused at work. After having received 3, the robot will be switched off for 3 minutes.

Prize: who will play the most deserving work green chips for the partnership will be awarded using the Blue robot that can be controlled by tablet via blue tooth.

6- EVERY 10 minutes every group moves that are doing a new activity:

A - To find the robot the right path to find the words that we rigurardano: classroom, school, Beni Montresor ... and reporting on squared paper the words

B- find the color words in English between the letters jumbled on the panel. Red, yellow, green ...

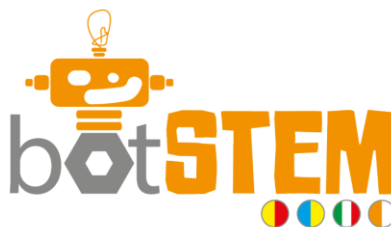
C - Finding the highest sum between the figures on ADDITION panel giving it a maximum of 4 changes of direction

D- find the highest difference between two numbers by making the robot a maximum of three changes of direction on the panel SUBTRACTION

E- And Finding the highest product of multiplying a maximum of four numbers on the multiplication panel

F- Finding the highest quotient of two numbers making the most of three changes of direction with the robot on the panel.

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10. Evaluation	The final check is made by comparing the responses from each group. To the left of the table shows the result. There are two teams that have passed very well, four on average.
11. Materials/ Resources/ technical requirements	The working class in 6 groups simultaneously then you need: 6 robots company Clementoni SCIENCE AND GAME 6 plywood of 75 cm x 75 cm panels where to draw 5 lines and 5 columns each 15 cm (That's PACE ROBOT) colored pencils for each group 1 squared sheet with 6 grids equal to the plywood panels where you write letters and numbers, and the robot paths and results
12. Tips for educators/ Theoretical background (if applicable) or curriculum context	Methods used COOPERATIVE LEARNING STRATEGIES Formation of groups using visual channels and engines. Encourage discovery learning and comparing it with the comrades in the final plenary session where The speakers express the result of the work that has been appreciated.