KIDS BUILD THEIR KNOWLEDGE AND SKILLS ABOUT THE WORLD THROUGH STEAM

Topic: Routes

Resources for each team: a large green baseplate; instruction card 453 and associated construction material; a 6x12 plate; two 2x2 bricks of each color included in the construction of the maze; one child figure; four product figures.

J-4

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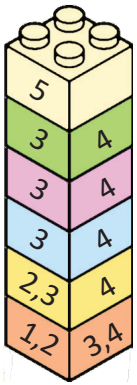
Activities:

1. The teacher gives each team the card along with the associated construction material and tells them to build the maze model. The children carry this out.

2. The teacher explains the rules of the game: One of the children chooses a product that he wants to collect. He quietly tells the second child what he has chosen. The second child codes the path to the product by arranging colored blocks on the plate, one after the other, to describe the route that should be followed. The plate is passed to the third child. This child does not know what the product is and has to find it by following the code. The child figure is used for this purpose, moving it from its central position along the route described by the code. When the code has been completely executed, the first two children must say whether or not the desired product has been reached.

3. The children carry this out. If the goal is not achieved, they look for mistakes and make the necessary corrections.

4. The children rotate their roles and repeat the game two times more.

5. The teacher and the children review the performance of the exercise. They jointly conclude that the path to a certain object can be described using a code by which the route taken is represented by a sequence of colours. If an error is made in coding or in reading the code, you do not reach the object you desired, but end up somewhere else.