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PROSOCIALITY IS A GAME

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Panevezys - Second teachers' training



ProSocial Values

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LEARNING OUTCOMES

- Develop the understanding of the importance of the use of non-formal teaching methods
- Use creative robotics to actively involve pupils in the learning process
- Implement teaching activities about empathy, tolerance and respect
- Enhance in the children the ability to work in groups to prevent bullying
- Enhance in the children the capacity of analysis, synthesis and exposition of the information on a certain topic



TRAINING CONTENTS

Too often the creative part linked to the teaching is neglected, indeed it is fundamental especially when the teachers work with young learners. With creative robotic activities the learners can express themselves in a free (yet regulated) way, they can look for different solutions from different points of view, putting in practice the problem solving and enhancing the prosocial skills when working in groups. This kind of activities has to be joyful and they are based on the gamification of the lessons, in order to involve the learners and to let them express their talent not only in the usual school subjects. In particular the workshop will introduce the importance of gamification used in class, through which teachers can create a non-judgmental environment, in which error is part of the growth and learning path. This workshop aims at enhancing the teachers' skills to become a facilitator for the pupils' learning process, accompanying them along the way and sharing the pleasure of the learning together with them.



TRAINING CONTENTS

The practical part of the workshop will focus on the implementation of an activity about the prosocial values. The participants will have to discuss and to find a common agreement on how to represent a prosocial value with no words. Then the drawings will be put, covered, on a squared board where the participants will move a small robot to reach them. The activity fosters the ability to find a common solution, the discussion on the meaning of a value and strengthen the cooperation: in fact during the robotics activity all the group participates, sustaining the less skilled participant. This gamified activity addresses several complex skills in a playful and effective way.

After this part the participants to the workshop will discuss and develop in groups new learning activities based on the use of the creative robotics and the prosocial values taught in a playful way.



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USE of the GAMES in CLASS

- Critical thinking
- Teamwork
- Creativity
- Positive memories of learning
- Active engage
- Sustained attention





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the games help to create an **INCLUSIVE CLASS**

- a socialization context for **all** the students
- an environment of free exchange among peers
- a place where everyone can find the way to express his/her potential and talents





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Modifying the social environment

The robotics activities has to be used as **group activities** to develop fundamental social and prosocial skills.

During an **educational activities based on game** a child can:

- feel him/her self in a protected environment
- Try different social roles
- Talk about him/her self in a mediated and metaphorical way





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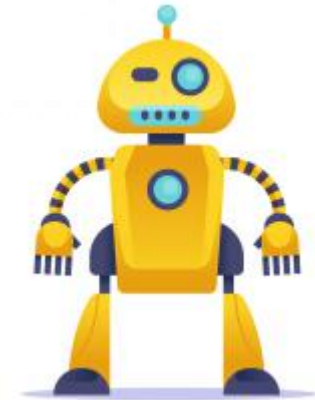
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EDUCATIONAL ROBOTIC

- Simple and practical approach
- Uses robots to stimulate curiosity and logic
- Encourage students in guided discovery and in problem solving
- The students get used to **work in group** to:
 - solve problems
 - find solutions
 - verify the results





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BENEFITS of EDUCATIONAL ROBOTICS

- favours the development of **superior competences**
- support a **learner-centered** teaching
- through representation in a concrete context, it **facilitates** the learning of abstract concepts
- achieving successes and learning progress have a **positive** effect on **self-perception**, improving **motivation** and educational and social results





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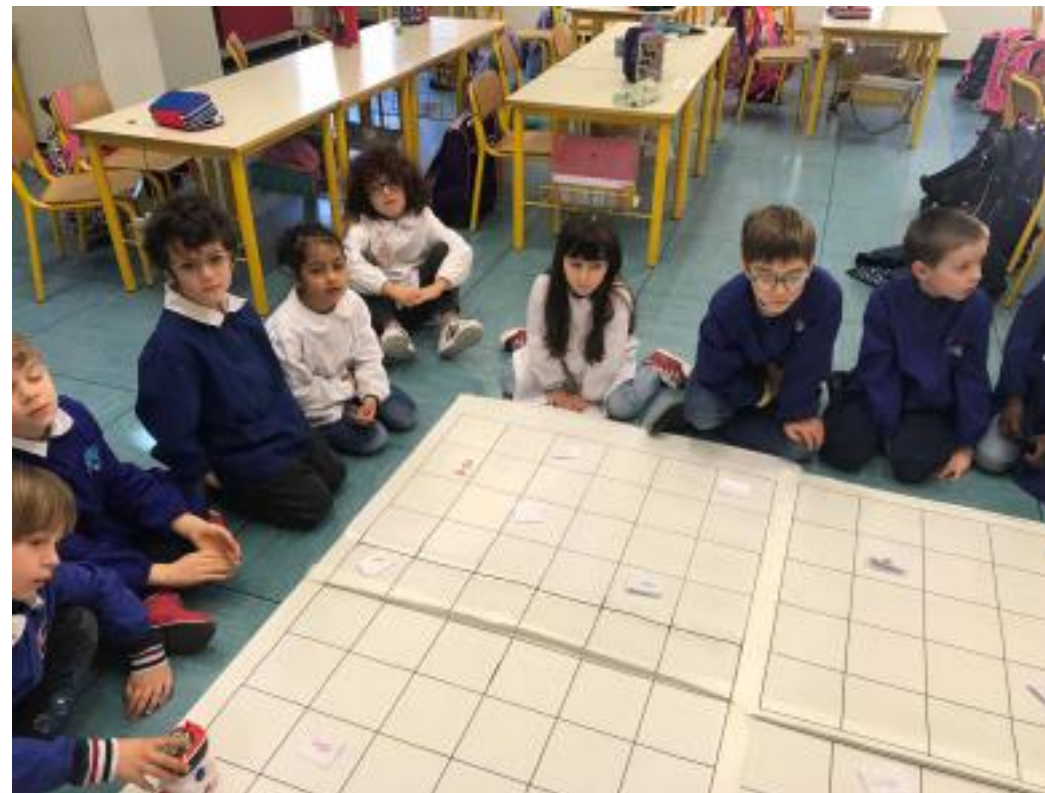
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A robot, lacks typically human characteristics, fundamental for educational activities, such as emotional intelligence...

So it has to be used in a social (and socializing) context





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The robot can be a **shared educational tool** with which the whole class was working together bringing each one his/her individual contribution making the result **bigger than the sum of all the single parts.**





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WARNINGS

Children usually see the game as a race, the teacher have to **avoid rankings** but promote the commitment toward the common goal of victory.

The competition turns into **collaboration** when **the victory is shared** and the teacher doesn't give importance to the “order of arrival” but to the ability to work together (**win-win situation**)



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WARNINGS

The rules must be clear and shared, emphasis must be put on the importance of **fair play and fairness**. Respect for the group is respect for the people who are part of it: it stimulates the social sense, belonging to the group, empathy



Teacher must create a **non-judgmental environment**, in which error as part of the growth and learning path



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WARNINGS

The difficulty and the fragility of one of the members of the group must find space in the group and the group must **learn to give strength and support, doing teamwork**





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Clementoni DOC helps develop logical and problem-solving skills; teaches letters, numbers, colors, animals.

It can be programmed to run free paths or reproduce the trajectories required by the game cards, to develop logical sense and solve the first problems



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HOW TO USE IT

- 3 modes: EDU, GAME or FREE



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IT'S YOUR TURN



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