



Prosocial Week 2019 Today for Tomorrow Table of Description of the Activities

Teacher(s) Name and Surname	Menato Celina Paoletto Stefania
School (Name + City)	Primary School "A. Pisano" Avesa, Verona IC4 VERONA
Class(es) involved	2 A
Students' Age	7-8 years old
Number of Students	15
Disabilities	No
Special Educational Needs	Yes
Prosocial Value(s) Chosen (one or more)	peace solidarity equity gratitude cooperation help each other emotions empathy positive relationship freedom environmental protection multilingualism bullying prevention inclusion
Motivate Your Choice	The class is predominantly male, since there are only 3 girls who are also more fragile, culturally speaking, being immigrants. One of them is also attending a starting class in the Italian language, having moved to Italy only at the end of September. Through robotics, we believe she can interact with her classmates on an equal learning level, since the lack of knowledge of the language should not affect her possibility to perform the same task as her classmates. In general, the pupils of this class have a rather short attention span and tend to hurry assignments, failing to check their accuracy. Furthermore, in answering questions, they show a certain impulsivity.





	In addition, the relational dynamics of the group are a source of tension, since they are often based on the desire to be part of the group, often through strong physical games, competitions, and the mocking of others' behaviors.			
Date(s) of the Activity	February - March			
Duration	5 two-hour classes for robotics 4/5 two-hour classes to carry out the activities related to social skills (jar, billboard, suitcase)			
Material Used	 ✓ Robot ✓ Others: describe gymnastic circles glass jars (for the "Jar of Words that Make me Fly") stationery material to create the poster "Working Together to Build Great Bridges" and the chessboard for the Doc robot; 			
Subjects Involved	Technology, Mathematics, P.E., Art and Image, Italian Language			
Description of the Activity	CODING & ROBOTICS	PRO-SOCIAL VALUE ACTIVITY		
Activity 1:	Coding Unplugged Preparation:	The robotic activities carried out have often brought children to reflect on the dynamics, efforts		
Activity 2:	In the Gym: After presenting Cody Roby's commands, circles are drawn to form chessboards: The students are robots who must move on the chessboard following the instructions given by the teacher. Pupils are divided into groups of 3-4 and prepare commands on slips of paper in order to alternate in the roles of robot and programmer. Coding Plugged: Implementation. Doc's commands are reviewed (the pupils had already used Doc last year) and a chessboard is drawn on the notebook with numbers in some boxes. The children work in pairs and have to write down commands to make	and advantages of working together. For this reason, the robotics activity was enriched by: THE JAR OF WORDS THAT MAKE ME FLY When children have experienced work in pairs or in small groups for a few times, they are invited, at the end of each activity, to write a note to thank the partner they have worked with or acknowledge some of their qualities. The note is signed and exchanged to be read and stored in their own "Jar of words that make me fly". This way, the children live a moment of reflection to remember and understand what helped or made them feel good		





	ascending order.The activity is simplified because the routes must be always planned restarting from the starting box.The correction of the work, written in the notebook, is done by the teacher and the students take turns trying to get Doc to get a number by programming it directly with the commands placed on its head.	in working with their partner. They also get a gift that can bring them to the recognition of a quality they already knew to have, or to the discovery of some of their "treasures" that they did not know to have. In time, the jar is enriched with colored cards that help the children's self-esteem and implement a positive and trusting atmosphere within the class.
Activity 3:	Coding Plugged	
		LET'S BUILD A GREAT
	The children work in pairs. They have to write the coding lines to	BRIDGE "Do you think great bridges
	make Doc pick up the number	were built by one person?"
	double of the one the robot is on.	"What bridge can one person
	The difficulty of the activity is	build alone? What size? "
	planning a multi-stage path, where the orientation of the robot	These were the stimulating
	changes because it depends on	questions that made the children reflect on the need to learn to
	how it arrived on the number that	work together, to overcome the
	becomes the starting point of the next stage.	strain of confrontation, diversity of views, and methods of action.
		After the first enthusiasm of
	Having to work together is also a challenge.	working in pairs, the fatigue of
	Often children think of work in	seeing the harmony with the playmate that changed when he/
	pairs as a work simply made near	she became a workmate often
	someone else who independently	took over. The need to conclude
	prepares their work, or a work	the activity in a positive way
	made taking uncritically the work	brought them to re-evaluate the
	of the partner or accepting it even if they do not share its	company of other companions or to propose the relationship in
	correctness.	different ways, aimed at achieving the goal,
	There are therefore two cases:	concentrating efforts, requesting and listening to the help of peers
	• The work of the two	and of the teacher.
	components of the couple is	Explaining the aims of the
	completely different	project was also a stimulus for the pupils.
	• In the face of reflection on	"Why do you think I made you
	possible errors, the responsibility	work together?"
	is "discharged" on the partner	"I want you to learn coding, but





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Activity 4	In both cases it is an opportunity to encourage reflection on the fact that working together is an opportunity to: • obtain a better result, since "two heads work better than one" • perhaps spare time • learn to express one's ideas • learn better, in a safer and funnier way Coding plugged and debugging	I also want you to learn to work together, because there is a need for people who know how to work together, people who build great bridges" Thus, one activity became intertwined with the other. They programmed Doc, and they welcomed the verification of the accuracy of their work through the debugging procedure with Doc in order to correct their errors, which were not hidden,
Activity 4	County proget and debugging	but sought and corrected.
	In pairs, the children decide which path to invent, explaining the instructions that Doc will have to carry out. They prepare the appropriate chessboard with indications of the way or of the starting point. After writing the coding to program Doc, they debug it to check.	Faced with a problem, the ability to get involved, to express one's ideas, to seek solutions, the ability to face difficulties in order to solve them was enhanced, even when it simply consisted of having to turn to the teacher because they had arrived at "a dead end". From there came new stimuli,
	The choice of the type of path was free, but all the students set the path on the consolidation of their mathematical knowledge (times table of 5, numbers, odd numbers, difficult operations,). Perhaps the lack of time has prevented them to use their technological knowledge and skills to invent paths involving other subjects, but this can be done in the next school year, to further expands the view of students, freely touching subjects	new questions, the search for proposals and solutions. Nor should we neglect the satisfaction of seeing that Doc, at the end of all the work, carried out the path without errors. It was also very satisfying for the children to see that their schoolmates played in turn to program the steps of the path invented and proposed by them. So, almost naturally, at the end of the project there was also the desire to create a billboard with
	others than those taught by the	this large bridge, created
	teacher they are working with.	assembling pieces made by each
Activity 5	Coding plugged and debugging	person. This was also a great team game, where each of the pupils
	The children take turns moving	played their role to create the
	Doc on the board according to the	poster.
	path invented by their mates in	Searching, among the cutouts, for the cardboard for the
	phase 4.	







PTOSOCIAL VALUES	
At this stage the childre • wait their turn to play • they watch theirs play with a behavior which i important both for the s for the group.	with Docthem, cutting them out,ing mates,preparing the drawing and / orsthe writing on the billboard,
Conclusion	LET'S REOPEN THE SUITCASE The final activity was the reopening of the suitcase in which, at the beginning of the school year, the children had put: • the precious stone that is in me • what I expect to receive from others, what I need from others • I promise to The welcome-back project had focused on reflecting on what the pupils brought to school from their holidays, what they were willing to share with their classmates, what their strengths were, what they needed and what commitments they assumed so that being together would help everyone to feel good and to grow while learning. It was almost a ritual, an emotion, the surprise of forgotten words, and the desire to enrich the suitcase with a different, perhaps deeper, knowledge of oneself. The increased knowledge of being able to ask the others. The will to take on new commitments, perhaps more important ones, or that seemed unattainable only a







	It was suitca fears, been a new e	nonths before. s a reopening of the use to empty it of useless of goals that have already achieved, and to fill it with energy in proposing, g, and committing oneself.
Material produced Photos, videos, documents (add the online link to the material):	https://drive.google.com/open?id=1yBBeMjul5ERpZH- nHIgRS2gYF0wcyCg4	
Students' feedback Unformal methods of collecting impressions: photos, drawings, personal tables/schemes, etc.)	Cards and notes written by the children, photos, drawings.	