

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

Teacher(s) Name and Surname	Elisabetta Parisi
School (Name + City)	Primary School "Rita Rosani" – via Santini, 74 - Verona
Class(es) involved	4C
Students' Age	9 years old
Number of Students	22
Disabilities	Yes
Special Educational Needs	Yes
Prosocial Value(s) Chosen (one or more)	peace solidarity equity gratitude cooperation help each other emotions empathy positive relationships freedom environmental protection multilingualism bullying prevention inclusion
Motivate Your Choice	Improving the relations among the students
Date(s) of the Activity	March 2019
Duration	5 Didactic Units
Material Used	Robot Computer or other technological tools Online videogames Texts Photo/video Artistical Material Others: describe

Subjects Involved	Italian, Civic Education, English, Art																						
Description of the Activity	<p>Preparation Graphic realization of the path</p> <p>Implementation: Stating the rules of the game and of the questions.</p> <p>The game is composed of 26 boxes with numbers and letters. A maximum of 4 players can play + 1 conductor in charge of keeping the booklet with the list of possible words. Each player throws the dice and must say in English the letters and numbers in all the squares up to the one to be reached. When the student arrives on the square, they must say a word, in Italian or English, which begins with the letter in that box. If they say it right in Italian, they gain another shot, if they say it right in English, they earn two shots. For each correct answer the competitor wins a wooden brick to build his tower. If and when they want to, on their turn, they can ally with another player, so that they can join the bricks and make a higher tower. Whoever makes the highest tower and arrives first at the “Finish” box wins.</p> <table border="1" data-bbox="550 1167 1295 2063"> <tr> <td data-bbox="550 1167 927 1272">A=Amicizia/Ascolto</td> <td data-bbox="927 1167 1295 1272">A=Availability/ Agreement / Accord</td> </tr> <tr> <td data-bbox="550 1272 927 1328">B=Bontà</td> <td data-bbox="927 1272 1295 1328">B=Backing</td> </tr> <tr> <td data-bbox="550 1328 927 1433">C=Cooperazione/ Comprensione</td> <td data-bbox="927 1328 1295 1433">C=Cooperation/ Confidence/Courtesy</td> </tr> <tr> <td data-bbox="550 1433 927 1507">D=Disponibilità</td> <td data-bbox="927 1433 1295 1507">D=throw the dice again</td> </tr> <tr> <td data-bbox="550 1507 927 1581">E=Educazione</td> <td data-bbox="927 1507 1295 1581">E=Encourage</td> </tr> <tr> <td data-bbox="550 1581 927 1655">F=Fiducia</td> <td data-bbox="927 1581 1295 1655">F=Friendship/Fairness</td> </tr> <tr> <td data-bbox="550 1655 927 1760">G=Generosità</td> <td data-bbox="927 1655 1295 1760">G=Goodness/Generosity/ Good manners</td> </tr> <tr> <td data-bbox="550 1760 927 1865">H=only in English or throw the dice again</td> <td data-bbox="927 1760 1295 1865">H=Helpful/Honesty/ Humility</td> </tr> <tr> <td data-bbox="550 1865 927 1939">I=Intesa</td> <td data-bbox="927 1865 1295 1939">I=Integrity</td> </tr> <tr> <td data-bbox="550 1939 927 2036">J= throw the dice again</td> <td data-bbox="927 1939 1295 2036">J=</td> </tr> <tr> <td data-bbox="550 2036 927 2063">K=if you want, ally with</td> <td data-bbox="927 2036 1295 2063"></td> </tr> </table>	A=Amicizia/Ascolto	A=Availability/ Agreement / Accord	B=Bontà	B=Backing	C=Cooperazione/ Comprensione	C=Cooperation/ Confidence/Courtesy	D=Disponibilità	D=throw the dice again	E=Educazione	E=Encourage	F=Fiducia	F=Friendship/Fairness	G=Generosità	G=Goodness/Generosity/ Good manners	H=only in English or throw the dice again	H=Helpful/Honesty/ Humility	I=Intesa	I=Integrity	J= throw the dice again	J=	K=if you want, ally with	
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	<p>someone</p> <p>L=Lealtà</p> <p>M=Magnanimità</p> <p>N=Nobiltà</p> <p>O=Onestà</p> <p>P=Pazienza</p> <p>Q= throw the dice again</p> <p>R=Rispetto</p> <p>S=Sostegno</p> <p>T= only in English</p> <p>U=Umiltà</p> <p>V= only in English</p> <p>W= if you want, ally with someone</p> <p>X= throw the dice again</p> <p>Y= if you want, ally with someone</p> <p>Z= throw the dice again</p>	<p>K=Kindness</p> <p>L=Liability/Loyalty</p> <p>M=Magnanimity</p> <p>N=Nobility</p> <p>O= throw the dice again</p> <p>P=Patience</p> <p>Q= throw the dice again</p> <p>R=Reliance/Respect</p> <p>S=Support</p> <p>T=Trust</p> <p>U=Understanding</p> <p>V=Virtue</p> <p>W= if you want, ally with someone</p> <p>X= throw the dice again</p> <p>Y= if you want, ally with someone</p> <p>Z= throw the dice again</p>	
Conclusion	Game		
Material produced Photos, videos, documents (add the online link to the material):	https://drive.google.com/drive/folders/1JHLZIUid-VQVXfi-L-HaY2T2mDRNPVUI?usp=sharing		
Students' feedback Unformal methods of collecting impressions: photos, drawings, personal tables/schemes, etc)	(non-formal methods of collecting impressions: photos, drawings, personal schemes)		