Unplugged Activity

Title: TRAVELING AROUND THE SOLAR SYSTEM

Educational level: **Infant Education – 3º grade.**
Curricular areas: **Interdisciplinary.**
Timing: **1 session of 45 minuts.**

Summary

In this activity, the students will gain a basic understanding of the planets and some elements of the Solar System by taking a journey through it. They will need to learn how to create a sequence of movements using directional arrows that will allow them to reach a specific goal.

Aims

Objectives:

- To know the names of the planets in the Solar System and their positions relative to the Sun.
- To establish a sequence of movements that allows reaching a specific goal using directional arrows.
- To develop communication and cooperation skills.
- Key competencies to develop: Linguistic, mathematical, scientific and technological, personal, social, and learning to le

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How do we do it?

We place the mat in the chosen space, lay the movement cards on it, give a spaceship token to our students, and start playing…

Level 1

Freely, the teacher proposes to the students (individually or in small/large groups) to create a code sequence that allows our brave astronauts' spaceship to travel from one planet to another in the Solar System.
We can make this level more challenging by forming teams and seeing which team presents the correct movement sequence in the shortest time possible.
We can propose the movement sequence within this task based on the story included in the materials section.

Level 2

We divide the group into teams and give each team a total of 3 movement cards. Taking turns, with the rule that in each turn they can only use a maximum of 2 movement cards to create their sequence, each team must reach the planet indicated by the teacher, trying to arrive before the other teams. Each time a movement card is used, another card will be given to the team that used it.
We can make this level more challenging by including obstacles on the board (asteroid tokens) that they must avoid.
Additionally, we can further complicate the task by including a team representing aliens whose spaceship (alien spaceship token) will try, following the same movement rules, to reach the other spaceships to prevent them from reaching their goal.

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Suggestions

In addition to the proposed tasks, the movement sequence could be worked on to complete the journey through the Solar System by reading the story "María and Asier Travel Through the Solar System" and asking the students to create the movement sequence that would allow them to follow the route presented in the story.

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Resources

- Human: Teachers and students.
- **Material**: Game board, movement cards (Cody Roby), Solar System element tokens, and the storybook (“María and Asier Travel Through the Solar System”).

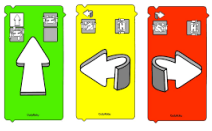
Spaces: Large classroom.

Type of activity: Small/large group.

Printable materials:

- Game board and tokens:

- Directional arrows:



- Tale “María y Asier viajan por el Sistema Solar”.

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What have we learned?

Below is the rubric for the activity.

Assessment Criteria			
Know the names of the planets in the Solar System.			
Order the planets of the Solar System according to their proximity to the Sun.			
Establish appropriate movement sequences using directional arrows to reach a specific goal.			
Show a positive attitude when working in a team, respecting your peers and making decisions by consensus.			

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Computacional Thinking

Algorithms (steps and rules): Follow a series of well-defined steps or instructions to solve a problem or complete a task.

Decomposition (breaking into parts): Divide a large problem into smaller, more manageable parts that are easier to understand and solve.

More information

Material to download:

GAME BOARD

DIRECTIONAL ARROWS

TALE

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