

## Title: THE MAZE OF EMOTIONS

**Educational level:** 3rd grade, of Early Childhood Education (5 years old).

**Curricular areas:** Growth in Harmony

**Timing:** 1 session (in any term).



### Summary

This activity is an excellent way to combine emotional learning with physical play and computational thinking, all in a playful way! Together, we will create the 'Maze of Emotions' using the materials we have in the classroom (benches, tables, mats...), and then we will become robots to find the emotions that have been lost in the maze. Together, we will programme the robot, and it will collect the emotions inside the maze by following our instructions.



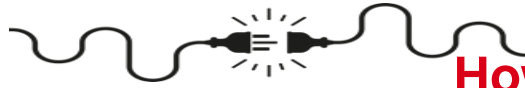
### Aims



- Identify and name emotions through cards.
- Express personal experiences related to different emotions.
- Develop sequencing skills by following instructions.
- Foster problem-solving ability while navigating the maze.
- Improve the understanding of basic computational thinking in a playful way.

**Key competencies to develop:** linguistic, mathematical, science and technology, digital, personal, social, and learning to learn.





## How do we do it?



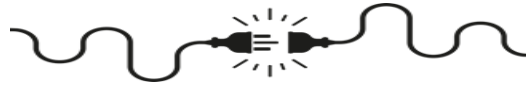
- 1. Preparing the Space:** Set up a large enough area to create the maze. Use materials like benches, rugs, backpacks, ropes, etc., to build a course with obstacles that are suitable for the children's age (these can include jumping steps, crawling areas, or climbing spots).
- 2. Placing the Emotions:** Distribute pictures or cards representing basic emotions (happiness, sadness, fear, anger, surprise, and disgust) at various points in the maze.
- 3. Forming Teams or Choosing Robots:** Divide the children into teams or choose a partner to act as the "robot" for each turn. The other team members will give instructions to guide them.
- 4. Explaining the Game:** Explain the rules: a "robot" must navigate the maze by following the verbal instructions from their team. The goal is to collect all the emotion cards and reach the end of the maze.
- 5. Giving Instructions:** Depending on the chosen difficulty, instructions can be given step by step as the "robot" moves, or all at once at the beginning, requiring the "robot" to remember and follow them.
- 6. Starting the Course:** The "robot" begins at the entrance of the maze. The team must guide them with clear and precise instructions (for example, "take two steps forward," "turn right,".).
- 7. Collecting the Emotions:** As the "robot" progresses, they will collect the cards representing the emotions. Team members can pause briefly to identify the emotion and discuss it before moving on.
- 8. Finishing the Maze:** The "robot" must reach the end of the maze having collected all the emotion cards. The team should reflect on the journey and the emotions they encountered.

## Suggestions

### Activity variations:

- 1. Maze with extra obstacles:** Add more physical challenges, such as tunnels or jumps, depending on the age and motor skills of the children.
- 2. Limited instructions:** Set a limit on the number of instructions the "programmer" can give, encouraging them to think about how to be efficient in their communication.
- 3. Silent maze:** For added difficulty, the "programmer" must guide the "robot" using gestures or signals, fostering creativity and non-verbal thinking.





## Resources

- **Human:** teaching staff and students.
- **Material:** to create the maze classroom materials (desks, backpacks, building blocks...). To create the icons with basic emotions: printer or drawings made in class.



**Spaces:** Large classroom, playground, gym.

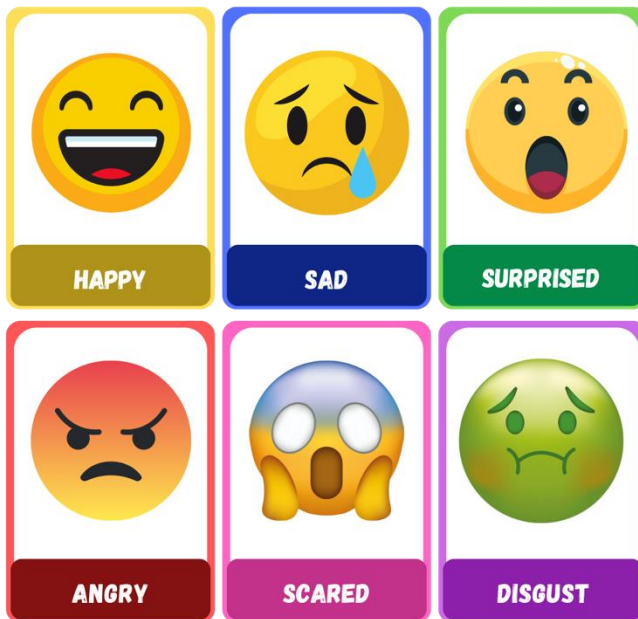
**Type of activity:** Large group / Small groups.



Unplugged Activity

## Printable cards

### Emotion Cards



"Programa financiado por el Ministerio de Educación, Formación Profesional y Deportes"

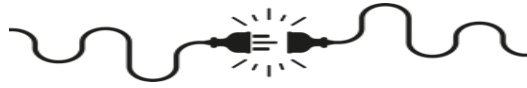


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## What have we learned?

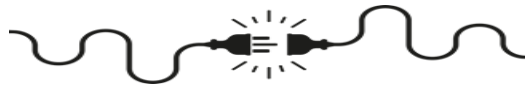
The rubric for the activity is shown below:

Evaluation			
Actively participate in the decoration and construction of the maze.			
Take part in the game, respecting turns and collaborating with others.			
Share their thoughts on emotions.			
Follow and create a sequence of moves to solve the maze.			





# Unplugged Activity



## Computational

**Logic (prediction and analysis):** thinking to make predictions, solve problems and take decisions based on available information.

**Algorithms (steps and rules):** is a step-by-step process that solves a problem or completes a task.

**Decomposition (breaking down into smaller parts):** breaking down problems in smaller and more manageable parts, which are easier to understand and solve.



## More information

On this platform, you can find more resources: [Code.org](https://code.org)



QR codes to the activity resources:

