

Title: CHARIOT RACE

Educational level: Infant Education – 2º/3º grade.

Curricular areas: Interdisciplinary.

Timing: 1 session of 45 minuts.



Summary

In this activity, students will reinforce the content learned about Ancient Rome by participating in a chariot race. They will need to generate an appropriate color code to make their chariot move.



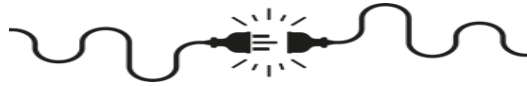
Aims

Objectives:

- To learn about one of the most striking cultural aspects of Ancient Rome.
- To establish a sequence of movements to achieve a specific goal using colored tokens.
- To develop communication and cooperation skills.

Key competencies to be developed: Linguistic, Mathematical, Science and technology, Digital, Personal, social, and learning to learn





How do we do it?

1. Place the board in the chosen space, give each player or team their chariot token, and distribute 3 colored tokens to each.
2. Establish turns for the game.
3. On their turn, each player can use a maximum of 2 colored tokens to move on the board. Each time a player uses a colored token, they will take another from the repository, ensuring they always have a total of 3 colored tokens before each turn.
4. Movement on the board will occur as long as the player can use a colored token corresponding to a square that is adjacent to the one they are on.
5. Movement can be forward or backward depending on the player's needs.
6. The player who reaches the finish line first wins.

Suggestions

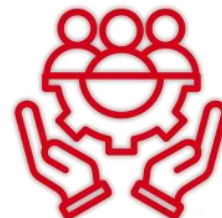
To enhance the game, different types of boards with more colours can be designed. Additionally, each player can be given a greater number of cards and asked to create the movement order using a larger number of cards.





Resources

- **Human:** Teachers and students.
- **Material:** Game board and tokens.



Spaces: Large classroom.

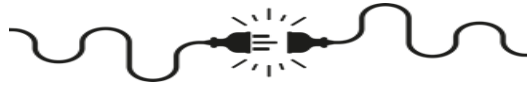
Type of activity: Small/large group.



Printable materials:




- [Game board and tokens.](#)





What have we learned?

Below is the rubric for the activity.

Assessment Criteria			
Learn about what chariot races were and their importance in Ancient Rome.			
Establish appropriate movement sequences using colored tokens to achieve a specific goal while adhering to the game rules.			
Show a positive attitude when working in a team, respecting your teammates and making decisions by consensus.			





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:

