Unplugged Activity

Title: WHAT'S THE WEATHER LIKES TODAY?

Educational level: 2nd Cycle of Early Childhood Education (3 years old).

Curricular areas: Descubrimiento y exploración del entorno.

Timing: 1 session of 45 minutes (in any trimester).

Summary

The students will move around a board that represents different types of weather. Following instructions given by their classmates, they must reach the weather at corresponds to the current day. This activity can be used during assemblies. First, the weather for the day will be discussed as a group, and then two studens will take turns being "the programmer" and "the robot" each day.

Aims

- Interpret sequential commands given to a student moving in units of displacement (squares).
- Foster logical thinking and problem-solving skills.
- Develop spatial orientation and coordination skills.
- Promote teamwork and effective communication.

Key competencies to develop: Competence in Linguistic Communication, Mathematical Competence, Learning to Learn, Social and Civic Competence.

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How do we do it?

1. Create a board with 5 rows and 6 columns. Each square should measure approximately 20x20 cm (similar to the size of tiles). You can draw i ton the floor using colored adhesive tape, chalk or use hopos instead of squares, etc.

2. Place the board on the floor with weather condition cards (sun, rain, clouds, fog, snow, etc.) The starting square is where the robot is located.

Imagen 1: Ejemplo de distribución de fichas en el tapete

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3. This can be a daily activity to indicate the weather of the day, rotating 2 students each day: one is the “programmer” and the other is the “robot”.

4. The “programmer” student gives a simple instruction (e.g., “Move forward two steps”) and the “robot” student moves around the board.

5. If the “robot” student needs to turn, you can place colored stickers on their hands (blue on the right and yelow on the left). Use the sticker as a reference: “Turn forwards the hand with the blue sticker”. You can also use stickers with shapes: stars, apples, etc.

6. The “robot” student moves following the instructions until they reach the correct weather card.

7. Switch roles and also change the position of the weather cards.

Suggestions

Prepare colored pompons, one for each weather condition. The students must select the pompom of the color corresponding to the day’s weather. Upon reaching the correct square, the student will take and place the pompom in the jar with the lid that matches the current weather drawing.

Start with fewer options on the board and gradually increase the difficulty by adding more weather cards.

Chang the weather cards to other themes (animal, colors, etc.) to maintain interest.

On the day of the season change, include an element indicating the change on the board: for autumn, for example, a Brown leaf, pinecones; for Winter, a glove, scarf, white pompoms simulating snow; for spring, a flower, paper butterflies; for summer, seashells, fans, umbrellas. You can also use images of trees according to the season from the image sheet.

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Another way to work is to give the “programmer” student arrow cards to reach the current weather. The “robot” student places the arrow cards on the board.

Resources

Human: Teachers and students.
Material: Board, colored adhesive tape, chalk. Weather condition cards. Direction cards (move forward, move backward, turn right, turn left).

Spaces: Classroom playground, assembly,

Type of activity: Whole group. In pairs.

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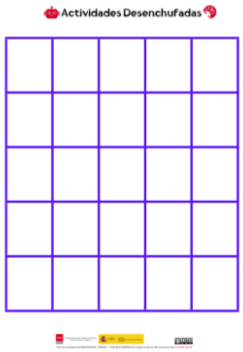
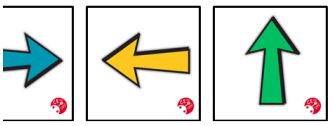
Board



Cards to print:

Weather condition image cards

Direction cards



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What have we learned?

Assessment Criteria			
Follow simple instructions			
Identification of right and left			
Movement on the board			

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Computational Thinking

Logic (prediction and analysis): use reasoning to make predictions, solve problems, and make decisions base on available information.

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

More information

On this platform, you can find more resources: [Robot Matatabot como recurso en el aula de Educación Infantil](#).

QR Codes linked to activity resources:

Board X.: Weather

Board I: Arrows

Board 5x6

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