



Title: PIXELS AND STARS

Educational level: 2nd cycle Early Childhood Education.

Curricular areas: Discovery and Exploration of the Environment.

Timing: 1 session of 45 minutes (Comunidad de Madrid Day on, May 2nd).



Summary

In this activity, the children will **create the flag of Comunidad de Madrid** using the technique of **pixel art**. They will place **red stickers** on a grid and add **white stars**, following a simple pattern. This activity will help them develop **observation skills**, **coordination**, and **creativity** while making their own version of the "starry flag."



Aims

- **Learn about the flag of "Comunidad de Madrid".**
- **Explore shapes and colors** (red, White, square and stars).
- **Develop fine motor skills** by placing stickers.

Key competencies to develop: Mathematical competence and competence in Science and Technology, Creative competence, Cultural competence.





Unplugged Activity



How do we do it?

1. **Prepare the grid:** give each student a template with the grid (9x4).
2. **Place the red stickers:** the students will stick red square stickers in each square of the grid, leaving space for the stars.
3. **Add the white stars:** the students will place the white star stickers in the specific spaces.
4. **Review and share:** everyone reviews their work and shares their "starry flag."

Suggestions

- **To attend students who finish quickly,** encourage them to say "up, down, left, right" while placing the stickers.
- **For students with motor difficulties:** use larger stickers to make it easier. You can offer the option to use brushes or stamps.
- **Fostering respect and responsibility:** encourage teamwork or working in pairs to create a supportive and collaborative environment.



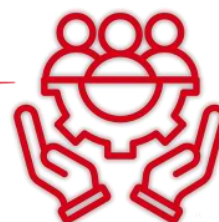


Resources

Human: teachers and students.

Material:

- Paper or cardboard template.
- Red square stickers.
- White star-shaped stickers.



Spaces: ordinary classroom

Type of activity: individual, pair or group work.



Activity Worksheet

Pixels and stars

Stick the squares and stars in the correct place

	x		x		x		x	
		x		x		x		





What have we learned?

Evaluation Criteria			
Places the stickers following the grid pattern.			
Sticks the stickers independently or with adult assistance.			
Explores shapes and colors (red, white, circle, star).			
Solves any errors or difficulties that arose during the activity.			
Shows interest in knowing the symbols of "Comunidad de Madrid".			





Computational Thinking

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

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

Abstraction (delete unnecessary details): simplifying things in a problem hiding unnecessary details or aspects to focus on those which are relevant and essential.



More information

QR code to the activity resource:



[Activity Worksheet](#)