

## Title: ¡SUMMER IS COMING!

**Educational level:** 3rd Early Childhood education

**Curricular areas:** Discovery and exploration of the environment

**Timing:** 1 session of 45 minutes (third term).



## Summary

In this activity, the pupils will work on basic spatial concepts in relation to their own bodies and the objects around them, placing special emphasis on working on left-right orientation.

First, they will work in pairs to design a circuit on a worksheet to get from one point to another using a controller. Then, we will check that our circuit and the instructions we have designed in pair are suitable on a circuit painted with chalk on the ground.

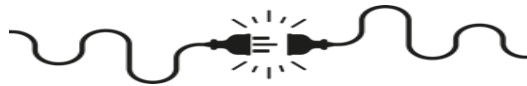


## Aims

- Giving sequenced instructions to follow the correct path.
- Recognising right and left using the controller's arrows.
- Developing communication and cooperation skills.
- Making quick decisions and solving problems in real time.
- Improving coordination and balance.

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





## How do we do it?

1. The pupils are organised into pairs and given a template of the circuit and a controller.



2. They are explained as a right arrow, a left arrow, and a forward arrow, and they can only press one arrow per turn.
3. One member of the pair presses the arrow they consider on the controller, and the other member draws it on the template.
4. They must advance through the template and manage to reach all the objects related to summer.
5. Once they have managed to reach all the objects related to summer, they practise on the circuit drawn with chalk on the ground, checking that the instructions they have created are correct.
6. One member of the pair moves on the ground board while their partner gives them the instructions from the template they created together. When they finish, they swap roles.

## Suggestions

This same activity can be carried out with instructions that increase the difficulty: try to reach the goal with the fewest steps possible, try to make the longest journey you can, first go to what each pair considers most important for the summer, ...





## Resources

- **Human:** teachers and pupils.
- **Material:** circuit template, controller, chalk or floor tape, cards with objects to place on the ground circuit.



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

**Type of activity:** in pairs.



Circuit template:





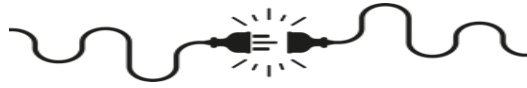
Controller:



Floorboard cards




Chalk or floor tape



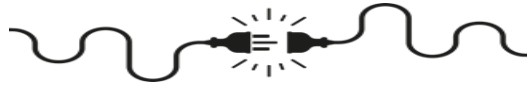


## What have we learned?

Here is the rubric for the activity:

Assessment Criteria			
Create a circuit using arrows, following the given instructions.			
Communicates clearly and cooperates well with other students.			
Makes quick decisions and solves problems independently.			
Demonstrates good coordination and balance.			





## Computacional 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.

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

**Patterns (recognise and use similarities):** recognising similarities or patterns in problems or data, which means come up with solutions quickly and effectively.

**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 codes linked with the activity resources:



Circuittemplate



Controller



Floor board cards