Unplugged Activity

Title: **Exploring "La plaza tiene una torre" with MachaBOT**
Nivel educativo: 3rd year of Early Childhood Education (5 years)
Curricular Areas: interdisciplinary
Timing: 3 sessions. (In any term).

Summary

In this activity, children will begin by reading the poem "The Square Has a Tower" by Antonio Machado with the teacher. Then, they will program the movement of a robot called MachaBOT on a grid to collect tokens representing the elements of the poem. Finally, they will use the collected tokens for a construction game, recreating the elements of the poem and reinforcing their understanding in a playful manner.

Aims

- Develop knowledge and control of the body through construction games.
- Establish different relationships between objects based on their qualities or attributes, showing curiosity and interest.
- Participate in activities that introduce them to children's literature, exploring and appreciating the beauty of literary language.
- Program sequences of actions or instructions for solving analog and digital tasks.

Key competences to develop: Digital competence, linguistic communication competence, creative competence, cultural competence, mathematical competence and Science and Technology competence.

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How do we do it?

1. Reading the Poem and Introducing MachaBOT.
   - Reading the Poem: Read "La plaza tiene una torre" by Antonio Machado as a group, highlighting the key elements (tower, balcony, lady, flower, knight).
   - Brief Talk About Machado: Introducing the poet and explaining his love for landscapes and everyday elements.
   - Introducing MachaBOT: Presenting the robot MachaBOT, which will collect items with the help of the children through coded instructions.

2. Programming MachaBOT to Collect Tokens Representing the Elements of the Poem

   - Programming: Use direction tokens (move forward, turn) to guide MachaBOT in collecting the elements of the poem on a grid. For this session, in pairs, one programs the MachaBot character and the partner moves it following the given coding.

3. Physical Construction and Deconstruction of the Elements of the Poem
   - Materials: Use a milk brick as a base and cardboard or foam pieces (with Velcro) to represent the tower, balcony, lady, and flower.
   - Construction: Children will place the pieces on the brick according to the poem.
   - Deconstruction: With the arrival of the knight, they will remove the pieces, following the poem's final sequence.

4. A Last Question for Curious Minds... (Sorting Elements).

Suggestions

Another choice is to start with an empty grid and program MachaBOT to place the tokens where the children want them within the grid as each stanza of the poem is read, and then collect the tokens again. Another possible activity is to invent a new ending and create tokens for new characters, such as in this example where the lady descends from the tower and lives her life flying on a dragon. Watch the example in this video

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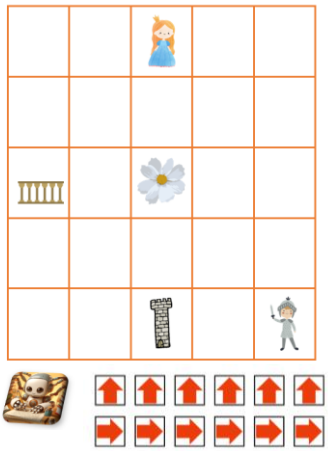
Resources

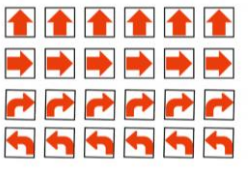
- **Human:** Teacher.
- **Material:** Printed and laminated worksheets, reciclable bricks.

Spaces: Classroom

Activity type: Literary, programming and hands-on construction. Small and big group.

- Poem.
- Printed and laminated materials: grid, tokens for the mat (tower, balcony, lady, knight, flower, and MachaBOT), direction tokens, brick, tokens to mount on the brick with Velcro. Download the printable material in PDF.
- Brick and Velcro
- Video of an alternate ending to the story . (Qué cuentista. Youtube).
- Worksheet: A last question for curious minds.





What have we learned?

Evaluation			
Actively participates in the reading of the poem, showing curiosity and appreciation for literary language.			
Correctly identifies and establishes relationships between the objects of the poem based on their characteristics or attributes.			
Designs logical sequences of instructions to guide the robot MachaBOT accurately, solving the proposed tasks.			
Shows coordination and control of the body when manipulating pieces during the construction game.			

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Computational Thinking

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

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

Decomposition (breaking into parts): Breaking down a large problem into smaller, more manageable parts, which are easier to understand and solve

More information

QR codes linked to the activity resources:

Printable material in PDF

A last question for curious minds

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