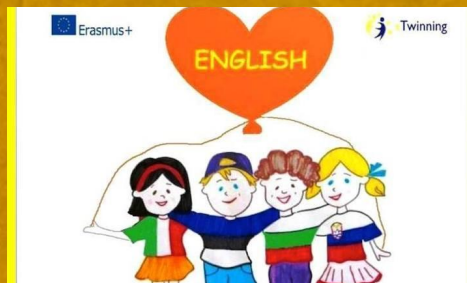


To listen, To read, to draw, playing with the robotics in the english language

Tiziana Cippitelli Ilaria Mirandola
“F.lli Cervi” Noverasco Opera –MI-



Erasmus+

Gruffalo: a friendly monster



tell a story

- ◆ video story with the theater
- ◆ play with the characters and objects of history
- ◆ use of technologies to create a game
- ◆ robotics: bee-bot

the characters of the story



mouse, gruffalo monster, owl, snake, fox

environment of history



use
of natural
and recovered
material

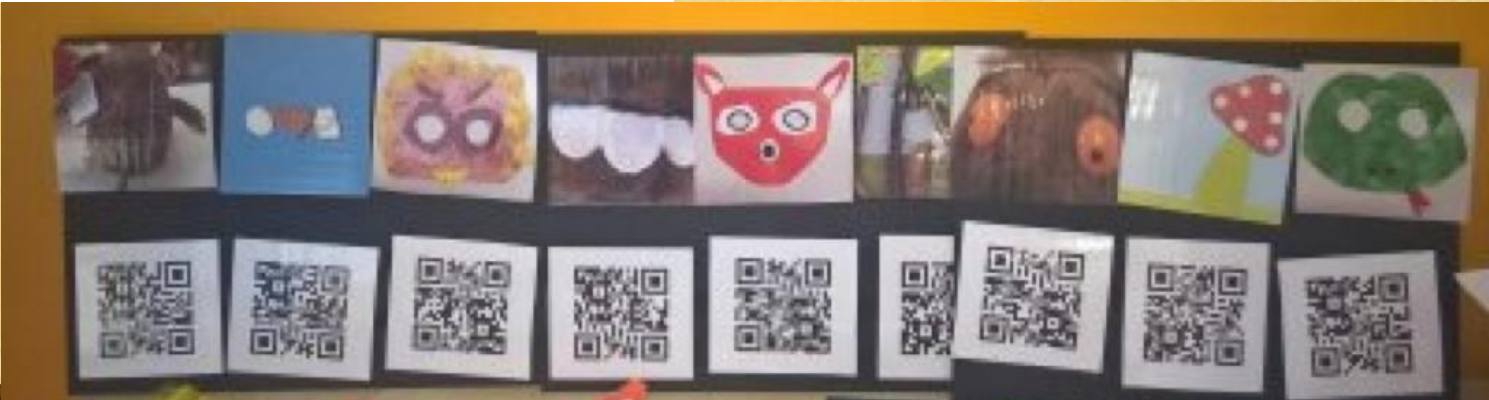
We prepare the QR codes from the real to the virtual

le composizioni materiche diventano..



stampe su carta o immagine nel pc

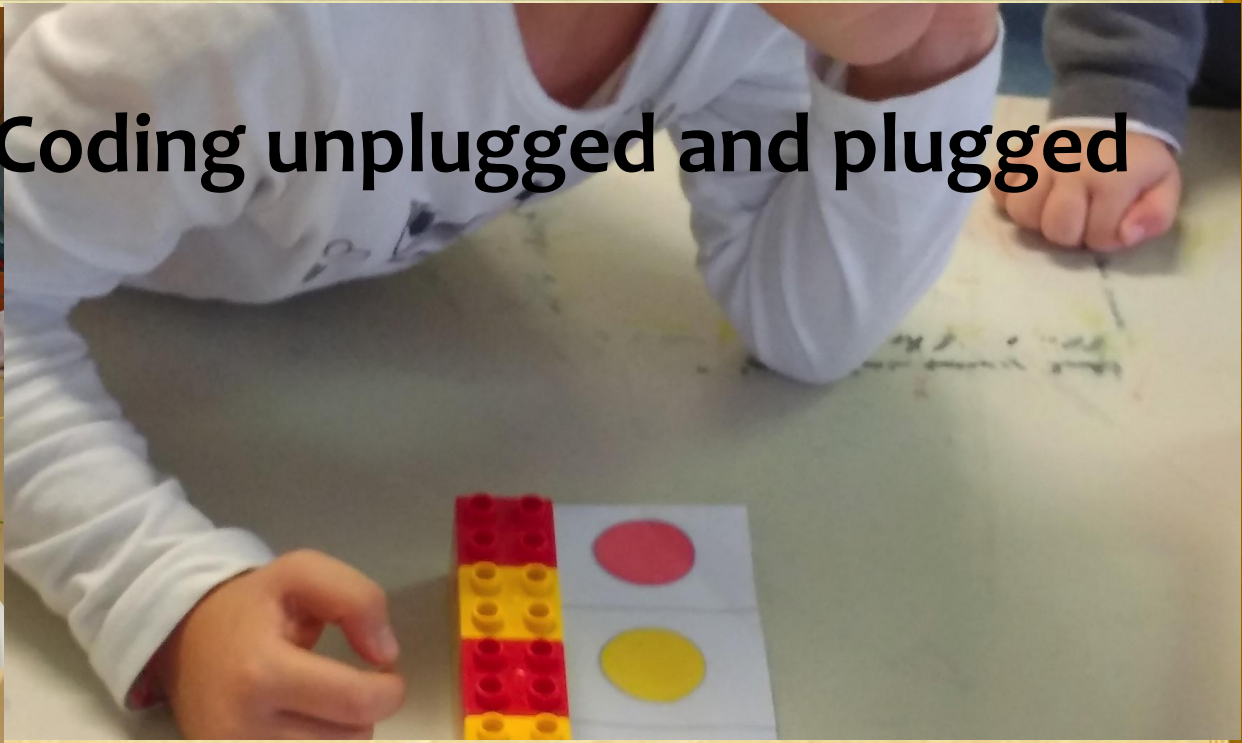
we prepare the QR codes
for the game



play



Coding unplugged and plugged



Gruffalo meet our friends



Roberto moves the robot bee-bot

keyword

- ◆ write the code,
- ◆ road,
- ◆ Go straight,
- ◆ Turn right,
- ◆ Turn left,
- ◆ go,
- ◆ clear the memory,
- ◆ build,
- ◆ think together,
- ◆ find the solution,
- ◆ solve a problem,
- ◆ Natural environment,
- ◆ forest,
- ◆ animals,
- ◆ meadow,
- ◆ grass, flower, wood.