Prosocial Week 2019
Table of description of the activities

Teacher(s) Name and Surname	VALENTINO LAZZARIN
School (Name + city)	PRIMARY SCHOOL ”C. COLLODI” I.C “G. MURARI” VALEGGIO SUL MINCIO (VR)
Class(es) involved	2^ A and 2^ B
Age of the students	7-8
Number of students	50
Disabilities	No
Special Educational Needs	Yes 2
Prosocial value(s) chosen (even more than one)	peace solidarity equity gratitude **cooperation** **help each other** emotions empathy positive relationship freedom environmental protection multilingualism **bullying prevention** **inclusion**
Motivate your choice	Through the activity of Coding with the educational robot Clementoni DOC and the activities of code.org, the students will have to foster the spirit of collaboration and inclusiveness in the classroom where there are children in difficulty (SEN). Besides, in the same classroom there are a Chinese girl and a Brazilian child recently arrived who need to be inserted in the new educational environment; the same activities will be useful also to prevent the bullying of some children who with arrogance try to prevaricate.
Date(s) of the activity	February / March 2019
Duration	5 meetings of 90 minutes each
Material used	Robot Computer or other technological tools

Subjects involved	Mathematics, Geography, technology
Description of the activity	**Preparation**: The teacher has planned weekly activities in order to give continuity to the intervention; 4 Clementoni DOCs were prepared and the class has been registered inside code.org
	Implementation: **Meeting nr 1:** the teacher will present an activity to be done with the use of the video projector / Interactive Whiteboard, present in the portal code.org; the correct code will be created in order to move through the grid 'Red' and let him reach the destination indicated by a green pig. **Meeting nr 2:** Clementoni DOC will be presented to the students; the group will be divided into four subgroups, in a suitable workshop each group will use the robot on a wide table after having received the appropriate explanations about programming and movements. Students will use the gameboard nr.1 in "FREE" mode and beginning from the "start" they will go to achieve the goal required by a card drawn, first by following the instructions on the card, then freely setting the path. **Meeting nr 3:** There will be done an advanced activity present in the portal code.org on the grid of Angry Bird with use of the video projector / interactive whiteboard. **Meeting nr 4:** the group will be divided into four subgroups, in a suitable workshop, each group will use the robot on a wide table. Students will use the gameboard nr. 1 in "EDU" mode and in free mode using special cards with syllables, for each letter once reached the DOC will ring and should form the syllables required. **Meeting nr 5:** the class will be divided into five groups, in a suitable workshop, each group will use the gameboard nr 1 consolidating the previous requirements and then will use board nr 2 by running the "GAME" mode.
	Conclusion: The proposed coding activity with the robot was an excellent tool to bring out important difficulties and, at the same time, it allowed the students to recognize them and face them together as a group.
Material produced	Photo, video, documents (add the online link to the material) Photos: https://ibb.co/10BmcrW https://ibb.co/b6Mq0VL https://ibb.co/gMr6S0q

	https://ibb.co/yVL2N7P
Students' feedback	Unformal methods of collecting impressions: photos, drawings, personal tables/schemes, etc). A simple questionnaire of satisfaction was given; all the children expressed a positive opinion on the activities by marking the positive smile, none of them marked the neutral or negative smile.