CASE STUDIES – GOOD PRACTICES

CASE STUDY 1

Title	Educational robotics with Cubetto for early childhood – e-learning for educators
Short presentation of the project	Training course on educational robotics to educators The basic concepts of computer science and robotics will be introduced, the educational and pedagogical approach to this tool will be analysed and then we will move on to practical activities of using the robot and designing workshop activities. • Total duration of the course: 10 hours; • Course structure: 10 hours face-to-face with 2 trainers per group; • Two training courses for each group; • Every group will be of 25 educators.
Partnership	Stripes/school classes
Level (local, national, international)	local
Overall objective	Upskilling and reskilling educators
Specific objectives	Develop the knowledge and skills necessary to be able to independently design and run workshops with Cubetto.
Target group	Educators/adults that work with children
Link	https://www.pedagogia.it/digituslab

CASE STUDIES – GOOD PRACTICES

CASE STUDY 2

Title	It takes a seed to make everything
Short presentation of the project	The activity involves unplugged coding on the carpet using Cody Roby cards in order to introduce children to computational thinking and programming. The activity is designed taking inspiration from the experiment on the evolution of the seed into a plant, offering the possibility of an initial basis for future paths of exploration, guided by teachers. We begin by reading the story entitled The Girl Who Planted Trees by Caryl and Suvorova. Subsequently, the class is divided into two groups: the first experiments in unplugged coding on the carpet, while the other one deals with the customisation of a jar. At theend of the two activities, the groups are reversed. The group experimenting with unplugged coding must in turn split into teams, in which there is a programmer and one or two robots. The objective of the teams is to through programming with Cody Roby cards, to reach the seeds that have been previously placed on the carpet squares. Each team must reach as many seeds as there are participants in the team. Due to time constraints, it is possible to reach a single square where several seeds are present. The group responsible for customising the jar must colour their jar and then answer the question proposed by the educator: "What will come out of the jar?" For answer this question, the children construct a cardboard novelty that is then inserted into the soil of the jar. At this stage the children can let their imagination run wild and dream about what they would like to see come out, not necessarily a plant.

	Competences to be promoted • Developing autonomy; • Creative and imaginative skills; • Social-relational skills; • Attentional skills; • Relational skills; • Knowing how to wait one's turn; • Collaboration; • Lateralisation. • Pre-requisites • Minimal knowledge of right and left • Fine-motor skills; • Collaboration. • Materials • The little girl who planted trees by Caryl and Suvorova; • Gardening materials: pots, soil, garden equipment; • Seeds; • Carpet; • Cody Roby cards. Possible critical points • Difficulties in recognising left and right. In this case, stickers or rubber bands in the colours of the cards (yellow and red) to make it easier to understand the cards. It's important to remember that the association of colours can be useful at an early stage, but there must always be a verbal reference of left and right to facilitate the internalisation of concepts. • In order to carry out the activity effectively, it is necessary to divide the class into two groups. It is important, therefore, to inform the teachers in advance of the activity.
Partnership	Stripes/school classes
Level (local, national, international)	local
Overall objective	The aim of this educational activity is to encourage in early childhood children a sense of exploration of the real world around them.

Specific objectives	Specific objectives of the activity: • Develop problem solving and algorithmic thinking skills; • Collaboration and participation; • Control and body awareness; • Autonomy and responsibility.
Target group	Children 0-6 y.o.
Link	https://www.pedagogia.it/digituslab/

CASE STUDIES – GOOD PRACTICES

CASE STUDY 3

Title	Sailing in calm waters
Short presentation of the project	The online safety of our children and their relationship with digital devices and screens is one of the biggest worries that has challenged parents in recent years. From what age should I buy a smartphone for my child? How can I control what they do online? From what age can they join social networks? I want to post a picture of my kids on Instagram...will it be a problem? Through playful educational robotics activities, let's discuss the fundamental issues of online safety and the use of digital devices. Activity duration approximately 3 hours number of participants: 50 people organisation of the activity: • 30 minutes introduction in plenary • 2 h division into groups and activation educational robotics games • 1 h return to plenary for sharing and reflections from group activities Key points: What it means to be born, grow up and become young adults in a world characterised by rapid transformations? How can we become safe and aware reference points for who are building their identity day by day? Between virtual and real: Knowledge, profiling and conformity. How the digital environment influences the world around us to our habits. Everything we consider "Virtual" actually has a real impact on our lives, we must know how to deal with the digital environment with greater awareness. # Us and others: good practices for "living" online What practices can we put in place to better manage our online behaviour and that of boys and girls? How can we prevent the phenomena of haters, cyberbullying and trolling? Let's find out how we can create "digital educational pacts" to accompany youngsters in the virtual world.

	The workshop will be led by a team composed of pedagogues, social media specialists, trainers and educators specialised in the use of digital technologies in education.
Partnership	Stripes corporate
Level (local, national, international)	local
Overall objective	To support adults in building a conscious relationship between them and digital tools and for them to become a support for children in building their own relationship with digital.
Target group	parents
Link	https://www.pedagogia.it/stripescorporate/