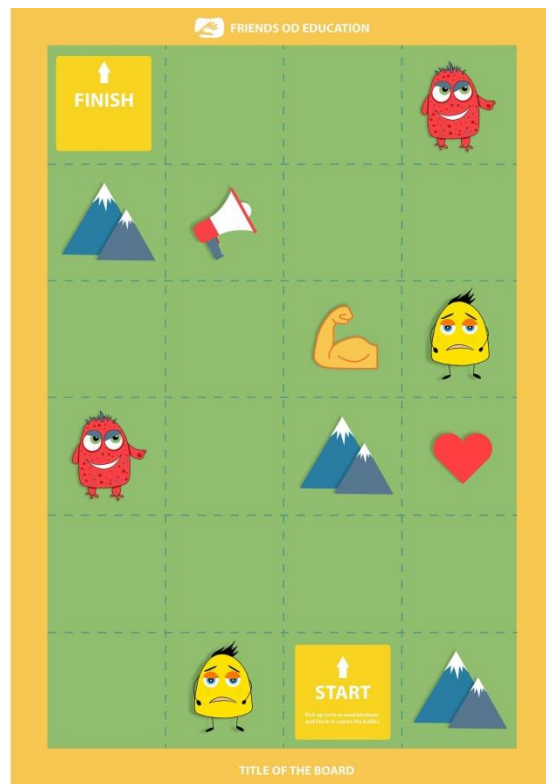


INTRODUCTION



“*Kind Land*” is an educational and prosocial robotics game developed within the “Robotics versus Bullying” project, co-financed by the Erasmus + Program of the European Commission, Sub-program “Support for Policy Re-form”, Action “Forward-looking cooperation projects “(612872-EPP-1-2019-1-IT-EPPKA3-PI-FORWARD). The partnership of the RoBy project is made up of 11 organizations from 9 European countries: public organizations, associations, research centers, universities, industries.

The Robotics versus Bullying (RoBy) Project promotes a holistic approach to learning through the use of robots, and peer cooperation as a tool to prevent bullying and promote social inclusion. This goal is achieved using robotics and digital tools. In addition, thanks to non-formal teaching and game-based activities, students aged 6 to 12 will improve their digital skills and modify their approaches to STEAM.

The educational robotics activities proposed by the RoBy project focus on the prevention of the bullying phenomenon. The robot is suggested as a tool to be used in groups, in order to improve social and communication skills in a creative, engaging, and non-judgmental environment. Working together, in a peer-collaboration, favors the development of a social environment in which bullying actions hardly find space, since the entire group of peers learn an attitude of care and protection towards all its members. The use of simple educational robots also proved useful in facilitating the inclusion of children with cognitive or behavioral difficulties and special educational needs in general.

For more information on the project and on the socio-psycho-pedagogical references on which RoBy’s educational model is based, you can visit the website www.roboticsvsbullying.net

THE GAME - psycho-pedagogical references

Bullying can be seen in many situations at school and in group contexts and it is often difficult for an educator to get the people involved to bring out their experiences, or to find a way to deal with the subject using a language appropriate to the age of their students. The RoBy project partners developed the bullying prevention game as a tool for teachers to use in the classroom in order to develop pupils' awareness of what bullying is and, experiencing its dynamics firsthand, engage the students in a series of behaviors as an antidote to these social dynamics.

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The main objective of the game is raising awareness about bullying, learning to recognize threats and potential dangers.

Children and teens spend a lot of time together at school and online and they need to learn how to be safe.

Indirect objective -This game can be included as part of life-skills development, very useful for developing algorithm thinking and collaboration with other children and making mutual decisions.

Psychological, sociological, prosocial objective

As an easy game but very straightforward -it demonstrates for children why it is bad to be a bully and how it affects others.

GAME DESCRIPTION

The main objective of the game is raising awareness about bullying, learning to recognize threats and potential dangers.

Children and teens spend a lot of time together at school and online and they need to learn how to be safe. The game was created for children of an age group that can range from 7 to 12 years old. The goal of the game is achieved by collecting 4 flags, ie 4 tasks that the player has to take to the Finish field.

Description of the robot

Describe the robot that can be used for this game.

- Mind Designer is the new intelligent robot which introduces students to coding and design. It supports them as they discover arithmetic and geometry in an easy and fun way.
- With innovative voice recognition included, Mind executes the voice commands the student gives it.
- With the exclusive free Mind Designer App students can experiment with block coding in the Coding Area, creating simple and more complex figures and then get Mind to draw them.
- Using the Arithmetic play board, Mind can be programmed to carry out calculations, and with the Robot Maze, students can have fun completing missions.

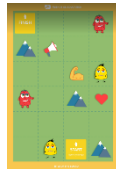
Game content

- Mind Designer Robot
- Game board with grid
- Emotion cards with pictures (victims and bullies, hearts, strength, flags for positive influence, obstacles, alerts, zip)
- Positive influence cards

Description of the board

KIND LAND

Plot: Vibes of all kinds are contagious for better or for worse. In the sunniest corner of Kind Land, troublemakers (bullies) are spreading negativity everywhere. Pick up tools to send kindness and block and report bullies.

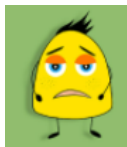


RULES

The game starts from the field marked START and ends with the field marked FINISH. Get to the FINISH of KIND LAND by spreading good vibes and nixing the bad. The player moves on the map with the help of the Mind Robot.



The goal of the game is achieved by collecting 4 flags to the Finish field, *i.e.* 4 tasks that the player has to take to the Finish field.



Victims of bullying are shown in two fields, and bullies are shown in the other two fields



1. (Send kindness to those who need a little love.) A bullying victim lacks love  , which the

player collects from the box marked with a heart and carries to the victim

POSITIVE
INFLUENCE

2. (Send kindness to those who need a support.) The other victim of bullying needs support, which the

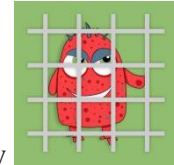
player must collect from the field marked with strength



POSITIVE
INFLUENCE

3. (Block and report bullies to stop their takeover and be kind to others to restore the peaceful nature of this land.) The bullies on the other hand should be blocked by the player taking a card from the field

where it is marked with an obstacle  and taking it to the bully



TROUBLE
BLOCKER

4. (Grab the speaker and use it to report the bully's mean behavior) The other bully should be reported and the player should collect from the field marked with

an alert  and take it to the other bully



RIGHTEOUS
REPORTER

Fields marked with mountains  are inaccessible, i.e. the player must not move on that field.

Sharing kindness creates ripple effects by sharing positive vibes.

I don't have to talk to anyone who's being mean or making me uncomfortable if someone is bullying me or others.

Description of a game session

PREPARATION

Describe how the class is prepared for the game. How to define the division into groups, tips to allow the game to run smoothly from the start. How to prepare the platform material.

It can be played individually or in groups. If playing in groups, the groups would consist of 3 to 4 students.

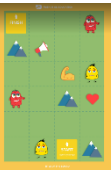
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Get to the FINISH of KIND LAND by spreading good vibes and nixing the bad

The player moves on the map with the help of the Mind Robot.

START

Plot: Vibes of all kinds are contagious for better or for worse. In the sunniest corner of Kind Land, troublemakers (bullies) are spreading negativity everywhere. Pick up tools to send kindness and block and report bullies.



The goal of the game is achieved by collecting 4 flags  , i.e. 4 tasks that the player has to take to the Finish field.

Victims of bullying are shown in two fields  , and bullies are shown in the other two fields



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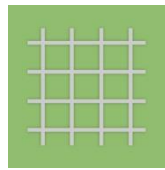
player must collect from the field marked with strength



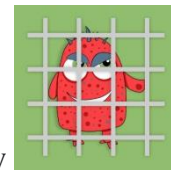
POSITIVE
INFLUENCE

3. (Block and report bullies to stop their takeover and be kind to others to restore the peaceful nature of this land.) The bullies on the other hand should be blocked by the player taking a card from the field

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The game starts from the field marked START and ends with the field marked FINISH.

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Plot: Vibes of all kinds are contagious for better or for worse. In the sunniest corner of Kind Land, troublemakers (bullies) are spreading negativity everywhere. Pick up tools to send kindness and block and report bullies.

The Core of the Game

The goal of the game is achieved by collecting 4 flags , ie 4 tasks that the player has to take to the Finish field.

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1. (Send kindness to those who need a little love.) A bullying victim lacks love , which the player collects from the box marked with a heart and carries to the victim .
 2. (Send kindness to those who need a support.) The other victim of bullying needs support, which the player must collect from the field marked with strength.
 3. (Block and report bullies to stop their takeover and be kind to others to restore the peaceful nature of this land.) The bullies on the other hand should be blocked by the player taking a card from the field where it is marked with an obstacle and taking it to the bully.
 4. (Grab the speaker and use it to report the bully's mean behavior) the other bully should be reported and the player should collect from the field marked with an alert and take it to the other bully
- Fields marked with mountains are inaccessible, i.e. the player must not move on that field.

CONCLUSION

At the end of the game, the participants are given cards on which there are written notes or quotes, messages with positive influence such as: Sharing kindness creates ripple effects by sharing positive vibes.

I don't have to talk to anyone who's being mean or making me uncomfortable if someone is bullying me or others.

Variants

To adapt the game for younger students or students with learning difficulties, the game can be guided by the teacher. Our villain cards, hearts, mountains, can be explained in words and their can be explained too.

Keywords of this didactic proposal:

For example: STORYTELLING, CREATIVE PROBLEM SOLVING, PROSOCIAL VALUES, BULLYING, RoBy