

INTRODUCTION

"Lino"

This game is created for children aged 5-10, and it is based on a platform where the teacher can adapt to the content. The levels of difficulty are various, but they depend on the programming of the robot's movements and the development of the situation described in the game. Lino is a game based on the cooperation of players. The goal of the game is to program the robots so that they reach the required field located on the board according to the rules of the game. Robots should move through fields that are possible solutions to violence-related situations.

This board game can be used to play one game.

1. Knowledge of emotions and pursuing solutions.

THE GAME - psycho-pedagogical references

- ✚ A set of cards describing potential bullying situations (cards can be modified and creatively done during the lessons with students' ideas. This will motivate and encourage students to use their imagination and to feel that they are important).
- ✚ During the lessons the teachers should have discussion topics with students where they can express their opinions about situations in which children may experience bullying, whether physical, emotional or virtual. Examples of such situations can be found in articles, books or directly, when students are asked to describe similar situations which they have encountered themselves.

GAME DESCRIPTION

A platform game that utilizes cards and a programmable robot to move across the board according to the input of the students. The difficulty may vary based on the development or complexity of the situation and the demands of the rules that are in play during one game session.

Description of the robot

The game has been designed for the educational robot MIND Designer. The choice of this tool is due to the fact that this product does not have a gender characterization and is well received both by males and females, especially for the age group between 4 and 8 (but also for older children at their first experiences with educational robotics). The colors are lively and cheerful, friendly voice involve children and keep their attention focused on the activity. The MIND game is designed to teach to relate situations, emotions and possible solutions.

Game content

*Emotional picture cards which show behavior that can turn into a violent situation.

Description of the board

- The game board consists of 6 columns and 4 rows.
- The START field is always intended for Lino's best friend, which is the MIND robot.
- The pictures of Lino help us find the type of emotion Lino is experiencing.

Description of a game session

PREPARATION

Students are divided into groups, 4 students participate actively in each group.

START

The group leader reads the following statements

1. Lino loves helping others. "I'm a Superhero", you see. He brings smiles to everyone, and kindness is the key.
2. Today something is different," I'm feeling a little strange" (Like when his brother hides his t-shirt).
3. I have some new emotions, and they have a lot to say. I'm angry, red, explosive and mad. And if you let me get too big I can make you, and others feel bad.
4. I feel like crying. Sadness is my name at the moment.
5. And when I'm building up inside, it might feel good to cry. Perhaps a hug can help.
6. Do you know what time it is? When things are hard to get done, Frustration is my name.
7. Hello, my name is Happiness, I help you feel at ease.
8. So if you're ever feeling lost, or not sure where to start just focus on your feelings, and listen to your heart cause there, you will always find your answer.

The Core of the Game

The game is a real treasure for children. By playing this game the children will get acquainted with the world surrounding them, the things that they experience and learn on a daily basis, but also through this game they develop their mind, body and soul, which leads to self-esteem and well-being of the children. The game provokes development and development is a game. Through these games, children practice all the basic mental functions (visual and auditory perception, attention, memory and thinking), but also develop important social skills. They learn tolerance, wait their turn in the game, controls their impulses and emotions, learn perseverance, accept defeat and enjoy victory.

CONCLUSION

At the end of the session, the groups share their stories, their experiences and then they can switch roles. All of the tasks are written down on the separate worksheet. Enjoy!

Variants

This board game can be used to play other game variants, such as role playing

Keywords of this didactic proposal:

CREATIVE PROBLEM SOLVING, PROSOCIAL VALUES, BULLYING, RoBy, EMOTIONS, ALGORYTHM, CODING, RULES, CHOICE, REVISION

Worksheet 1 a


Coding and discovering emotions

Name of the group	
Activities' organizer	

Task 1:

You will need a pencil before you start doing this task. So, when you are ready, take the pencil and place it in the START field in the chart. Read the instructions carefully and try to follow the arrows and numbers of the emotions' algorithm. Through great team work you can do this task successfully.

1↑ 1↑ 1← 2← 1↑ 1↑ 1→ 3→ 1↓ 3↓ 1← 3← 1↑ 3↑ 1→ 1→
2→ 1↑ 2↑ 1← 3←

Worksheet 1B

Coding and discovering emotions

Name of the group	
Activities' organizer	

Task 1

Code the emotions' algorithm of your favourite character Lino with the self-adhesive emotions stickers. Read the instructions carefully, pay attention to the chart's spot where you at, and follow the direction of movements. The MIND robot's direction is always at north, and all of the coding programs start in this direction. Wishing you great team work.



Finish



LINO GAME

Worksheet 1c APP MODE

Coding and discovering emotions

Name of the group	
Activities' organizer	

Task 1

APP MODE

1. Connect your Android equipment (phone, laptop, tablet etc.) in the application Google Play Store, and search for the application MIND DESIGNER which is free of charge and ready to be downloaded.

2. Bluetooth connection is needed

Code the emotions' algorithm of your favourite character Lino. Read the instructions carefully, pay attention to the chart's spot where you at, and follow the direction of movements. The MIND robot's direction is always at North, and all of the coding programs start in this direction. Wishing you great team work.

