

## Didactic Scenario

### 1. Title

Maze Adventure: Bringing Your Favorite Animal to Your Beloved Fruit!

### 2. Keywords

Coding game, technology, programming, gamification, logical

### 3. Basic Information

STEAM Subject: Technology

Typical interaction time with the instructional scenario in teaching hours for in-school work:

General description of the scenario:

Phases	Stage	Time
1	Introduction	10 minutes
2	Maze Design	20 minutes
3	Coding adventure	40 minutes
4	Maze game sharing	20 minutes

Age group: 6 – 10 years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

## Teaching resources

### Material:

Pen and paper for each student to design their maze games  
Colored markers or pencils for creativity in maze design  
Storytelling props to engage students with an exciting narrative

School infrastructure: Not required.

Additional material from external sources/online tools: <https://studio.code.org/hoc/1>  
[https://www.youtube.com/watch?v=EN733Aq4ynM&ab\\_channel=Devression](https://www.youtube.com/watch?v=EN733Aq4ynM&ab_channel=Devression)

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## 4. Educational Problem

This scenario aims to provide elementary school students with a fun and creative experience of exploring maze games and basic coding concepts without the use of a digital platform. Students will use pen and paper to design their maze games and employ simple coding skills to guide their favorite animals to their beloved fruits. This activity fosters logical thinking, problem-solving, creativity, and algorithm development among students.

The aim of this scenario is to offer elementary school students an enjoyable introduction to maze games and coding concepts without using digital tools. By allowing students to design their maze games on paper and using simple coding skills to solve them, the scenario encourages them to enhance their logical thinking, problem-solving abilities, and creativity.

## 5. Learning Objective (-s)

1. Logical Thinking: Students will enhance their logical thinking skills as they design maze games with clear pathways, obstacles, and a goal.
2. Problem-Solving: By using basic coding concepts to navigate the maze and reach the beloved fruit, students will develop problem-solving abilities.
3. Creativity: Designing maze games with their favorite animals and beloved fruits allows students to express their creativity.
4. Algorithm Development: Students will learn to break down tasks into smaller steps and create a sequence of commands to guide their animals through the maze.
5. Coding Basics: The scenario introduces students to fundamental coding concepts, such as commands and steps, fostering an early understanding of coding principles.

6. Presentation and Communication: Students will have the opportunity to present their maze games to their peers, enhancing their presentation and communication skills.
7. Motivation for Learning: By combining their favorite animals and fruits, students become motivated to participate actively in the learning process.

## 6. Phases of the Scenario

### Phase 1

Title: Introduction

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

Explain to the students what a maze game is and present a brief demonstration.  
Engage students with an exciting story that involves maze exploration.  
Provide pen and paper to each student and encourage them to create their own maze games, combining their favorite animals with their beloved fruits.

Activity sheets:

### Phase 2

Title: Maze Design

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 30 minutes

Detailed description of the scenario phase:

Give the students time to design their maze games using pen and paper.  
Encourage students to think about the maze's goal, obstacles, and pathways.

Allow them to freely combine their favorite animals with their beloved fruits in their maze designs.

Activity sheets:

### Phase 3

Title: Coding Adventure

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 40 minutes

Detailed description of the scenario phase:

Introduce basic coding concepts such as commands and steps.  
Guide the students to use simple coding skills to find solutions for their designed mazes.  
Motivate students to employ coding techniques to guide their favorite animals to their beloved fruits.

Activity sheets:

### Phase 4

Title: Maze game Sharing

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 20 minutes

Detailed description of the scenario phase:

Allow students to share their maze games with their classmates.  
Each student presents their maze's solution to their peers and lets them attempt to solve their maze games.  
Encourage students to experience and appreciate each other's maze designs.

Activity sheets:

## 7. Evaluation Methodology

10 minutes

Conduct a brief assessment and provide students with the opportunity to share their experiences.

Appreciate students' creativity, problem-solving abilities, and coding skills.

Encourage students to explore further maze design and coding adventures for their future projects.

Conclusion:

"Maze Adventure: Bringing Your Favorite Animal to Your Beloved Fruit!" scenario offers elementary school students a chance to design and solve maze games using pen and paper. This activity provides an exciting coding experience without the need for digital tools. By combining their favorite animals with their beloved fruits, students become motivated and encouraged to learn. The scenario fosters logical thinking and problem-solving skills while delivering an enjoyable coding journey for young minds.