

Learning scenario title

“Firebird’s journey”

Educational level / Age group	Second grade 7 years old
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Learning objectives / aspirations

- To solve problems within a narrative story via programming the Matatalab bot
- To collaborate in a group
- To follow instructions
- To practice reading skills and communication competencies



Narrative overview

“Firebird finds himself in a mysterious and scary forest and it is up to you to rescue him and help him walk through a path of courage”.

This is the beginning of the story through which students will be introduced to the learning activities with the Matatalab robot. The aim of the story is to trigger students’ curiosity and help them improve their reading skills. In many schools, we often encounter low reading literacy among pupils. Especially for younger pupils, there is great scope to develop such skills.

The learning activities embedded in the story lay the foundations to teach students the basics of algorithmizing while pupils read the story and dissect it into certain events. We also try to exploit the potential of gamification.

Note: *This scenario was designed by a group of 13-year-old students who came up with the idea of creating activities using the Matatalab bot for other junior pupils in their school.*



Approach to teaching and learning

Approach to teaching and learning	Learning in groups Learning through problem solving Gamified learning
Approach to assessment	Self-assessment through finished game Teacher assessment



Roles

Teachers	Helper, observer
Learners	Active participant/independent learner through self-discovery, Students go through the story at their own pace



Learning environment

School classroom with a group of 26 pupils



Learning activities

Prior to lesson: teacher prints out the story and gives a copy to each group

The lesson starts with a short brainstorming: students are invited to answer the following questions:

- Do you know any fairy tales?
- What do they have in common?

(Possible answers: a hero, that helps a princess/a person in need)

Then students in groups of 3/4 get a copy of the story and fulfil the tasks presented in the story.

Teacher observes, helps when needed.

Each groups shows the teacher how they solved the task.

Final reflection: students will have to draw down one part of the programme

Learning challenges

Firebird finds himself in a mysterious, scary forest and it is up to you to rescue him and help him walk through a trail of courage. To fulfil your mission, you will have to complete the following tasks:

Task 1: rescue Firebird from the forest and take him to a deserted island to help a castaway who ended up on a dangerous island and can't get away.

Task 2: from the island, move to the lake, but watch out! There are crocodiles living there. To survive, you will have to make Firebird dance. When you have completed the task, read the third task.

Task 3: from the lake Firebird must go to the volcano, which is about to erupt. There he will meet his friend Waterboy, who is not used to such a temperature.

Task 4: Firebird wants to get his friend home to the waterfall, but he doesn't know what way to go. Help him find the way to the waterfall.

Task 5: if you have completed the fourth task, you are now at the waterfall. That means you are halfway. Your task now is to get to the cactus desert. To avoid getting stung by the cacti, you have to sing while moving.

Task 6: from the desert get to the river where a dinosaur from prehistoric times has been sleeping for several thousand years. Unfortunately humans have woken it up! It's up to you to help Firebird get there.

Once you are there, you will have to tell Firebird that the only way to put the dinosaur to sleep is to dance first and then sing.

Task 7: the seventh and final task is to help Firebird get home, specifically to the beach where he will meet his family.

That's the end of our trail of courage! We are proud of you for completing all the tasks together with Firebird!



If you teach in 45 minutes lesson, it will take more than one lesson to complete all learning activities.

Follow-up reflection might be done in another lesson.



Resources

Printed worksheets with the story

An original Matatalab plan



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