

We play with Emoji

Institution	CEE SAGRADO CORAZÓN
Disciplina STEAM	Technology
IDD Student Context	EBO students with ASD
Resource used	Robot Emoji de Goji
Description of the step-by-step activity before the project	
1. Presentation of the material. Lay out the colored bricks and let them explore freely. 2. Introduction of colors. Name the colors of the bricks while handling them, showing the pictogram corresponding to the color. 3. Basic stacking. Show how to stack two bricks to start a tower. 4. Imitation. Help the children build different towers. 5. Reinforcement of actions. Every time you place a brick in the tower, reinforce it. 6. Incorporation of light. Turn on the glow bricks and let them observe and explore you. 7. Disassemble the tower. Allow the children to tear down the tower and enjoy the process. This helps to understand cause and effect. 8. Free reconstruction. Let the children build the tower as they prefer, guiding them only if necessary. 9. Closing and congratulations. Congratulate the children for their participation and creativity. Reinforce basic concepts such as "up," "down," "high," and "low."	

Description of the step-by-step activity using the resources of WP2 (changes in red)	
1. Presentation of the robot. Show the children the robot. 2. Free exploration. Let the children touch and manipulate the robot for a few minutes to familiarize themselves with it. 3. I search for and choose the user's profile in the taxonomy: 4. Resources and tools. 5. User model. 6. User management. 7. The choice will be TEA EBO 1 Student (Grade 3 in the area of social communication. Grade 2 in the area of restricted and repetitive behaviors). 8. App demo. Use the app and show them how the robot responds to emoji commands and the motion circle. 9. Imitation game. Encourage children to imitate the robot's movements, When the robot advances, they can take a step forward, when it turns, they can turn... 10. Cause-effect game. Let kids see how the robot's screen changes based on the emoji they choose in the app. This way we will work on the main emotions (sadness, anger, joy). 11. Using the taxonomy, we will look for activities with the aim of working on emotions. 12. Resources and tools. 13. User model. 14. Education resources and activities search. 15. We will choose the activity Emotional paths (view details) and we will design a path with pictograms that represent emotions. 16. We will help the student so that the Goji Emoji Robot follows the pre-established path to recognize the pictogram of the emotion we want to work on. 17. Vocabulary reinforcement. Repeat key words accompanied by pictograms such as "advance", "turn", "happy face", "sad face"... 18. Free play. Let the children experiment freely with the robot guiding them if necessary.	
Extra Resources	Colored adhesive tape.



	Robot luminous turtle glow & go
Similar activities	Follow the path.



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