

# The Water Cycle

## Resources and Materials

### Physical Resources

- Laminates/Scenarios, robots, computers

### Digital Resources

- Digital presentation of the exercise
- Application for programming

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## Session Structure

### Introduction (5 minutes)

- Brief explanation of the states of water and stages of the water cycle, as well as an overview of the activity.

### Development (30 minutes)

- Assembly and programming of the robot.

### Closure (10 minutes)

- Summary and reflective questions.

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## Expected Outcomes

### Key Learnings

1. Understand the water cycle and identify its different phases.
2. Learn how to build a robot and understand its components.
3. Learn to program the robot's components.

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