

# European Countries and Capitals

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## Main Theme

Geography (Political Map of Europe)

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## Objectives and Tasks

### Learning Objectives

- Practice robot programming while reinforcing knowledge of European capitals.

### Teaching Tasks

- Accurately identify the capitals of European countries.
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## Interdisciplinary Relations

### Related Subjects

- **Mathematics:** Computational thinking.
  - **Social Studies:** Political map of Europe.
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## Resources and Materials

### Physical Resources

- Computer, robot, political map of Europe, and cards with capital names.

## Digital Resources

- Application for creating programming sequences.

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## Session Structure

### Introduction (5 minutes)

- Explain the basics of programming and review European capitals.

### Development (30 minutes)

- Use the robot to move each card to its corresponding European capital on the map.
- Program the robot beforehand to ensure it reaches the correct location.

### Closure (10 minutes)

- Summary and reflection questions.

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## Expected Outcomes

### Key Learnings

- Identify European capitals and locate them on the map.

### Final Products

- Example: Diagrams created by students about the process.

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## Conclusion

Through this activity, students will have fun learning European capitals while practicing robot programming.