

European Countries and Capitals

Main Theme

Geography (Political Map of Europe)

Objectives and Tasks

Learning Objectives

- Practice robot programming while reinforcing knowledge of European capitals.

Teaching Tasks

- Accurately identify the capitals of European countries.

Interdisciplinary Relations

Related Subjects

- **Mathematics:** Computational thinking.
- **Social Studies:** Political map of Europe.

Resources and Materials

Physical Resources

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

Digital Resources

- Application for creating programming sequences.

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.

Expected Outcomes

Key Learnings

- Identify European capitals and locate them on the map.

Final Products

- Example: Diagrams created by students about the process.

Conclusion

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