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## Family Tree

### Main Theme

The family and its relationships.

### Objectives and Tasks

#### Learning Objectives

- Understand the different family relationships.

#### Teaching Tasks

- Identify the different family members and establish their relationships.

### Interdisciplinary Relations

- Language and Literature:** Expanding vocabulary.
- Social Studies:** Family and relationships.
- Mathematics:** Using programming tools.

### Resources and Materials

#### Physical Resources

- Computer, robot, scenario, and character cards.

#### Digital Resources

- Application to program the robot.

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## Session Structure

### Introduction (10 minutes)

- Explanation of the family members, their relationships, and how to program the robot.

### Development (30 minutes)

- Start the practical part of the activity. Complete the family tree correctly by dragging each family member's card with the help of Otto (robot). Include grandparents, parents, and children.

### Closure (10 minutes)

- Verification and sharing of the final result.

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## Expected Outcomes

### Key Learnings

- Knowledge of family members and their relationships.
- Development of programming skills.

### Final Products

- Completed family tree.