



Luna meets Zaldo, the lion!

Luna's third space adventure companion is Zaldo, a not-so-brave lion who is afraid of bees and insects. Kids are offered logical and coding activities to reassure the poor lion. Together Luna and Zaldo await their last adventure companion.

Subjects

Technology
Engineering (Logic)
Science

Social skills introduced

Friendship
Collaboration
Emotions

Further information

Developing computational thinking means applying logic to everyday life. With coding exercises kids must perform a series of instructions in sequence to achieve a goal, thus learning to deal with complex problems by breaking them down into several parts. The coding exercises for children are introductory to computer programming.



Suggested age

3-4 years

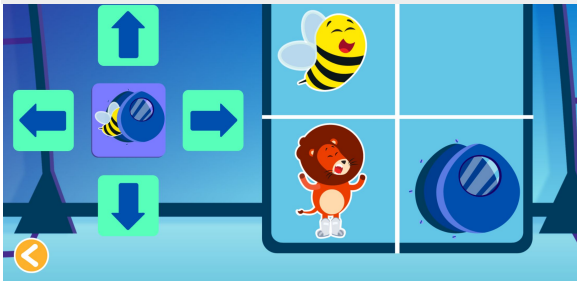
Difficulty of game



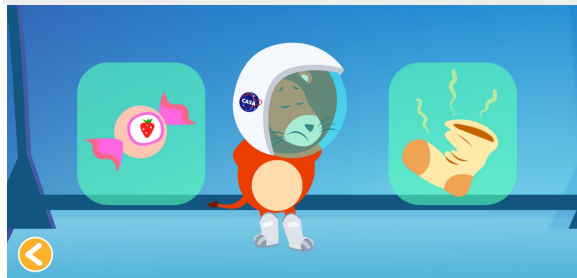
Learning objectives

- Sequences (easy-normal)
- Logical reasoning
- Animals: divide into categories

Set the bee free and keep it away from Zaldo! Touch the buttons to move the bee and open the door



If someone's sad, what can you do to help? Touch the correct item



Drag each insect to the correct group

