

Luna meets Debra the zebra!

The last seat on the spacecraft is reserved for Debra, the exotic zebra. Her somewhat arrogant character along with a few unfriendly comments do not help her to immediately integrate into the group. The story teaches kids to recognize emotions and to respect others, while the activities are based on coding.

Subjects

Engineering (Logic)
Technology
Art

Social skills introduced

Friendship
Emotions
Respect for others

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

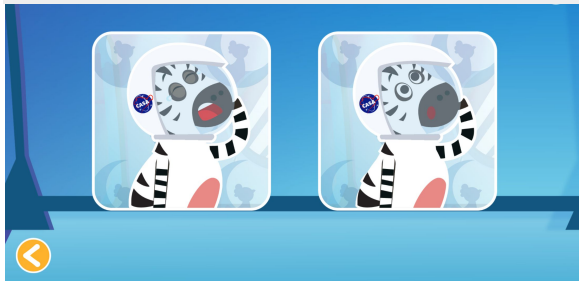
Difficulty of game



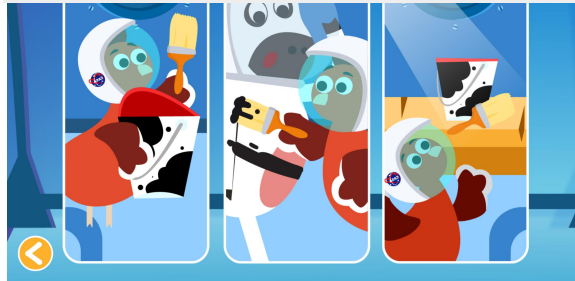
Learning objectives

- Logical reasoning
- Ordering actions

Hmm, Debra is confused...
Touch the picture where Debra feels confused



Luna wants to help Debra get her stripes back! Touch the pictures in the right order



Colors are flying around the room!
Drag the colors to complete the sequence

