



## The theft of the armor

One day upon waking up, Debra discovers that someone has stolen her super armor. She is in despair but, encouraged by her friend Ray, they will find an ingenious way to retrieve it and expose the crook. There will be no punishment for the evildoer; it turns out in the saga's finale that the most powerful weapon is kindness after all.

### Subjects

Engineering (logic)  
Mathematics (simple shapes)  
Science (Magnetism)

### Social skills introduced

Kindness

### 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

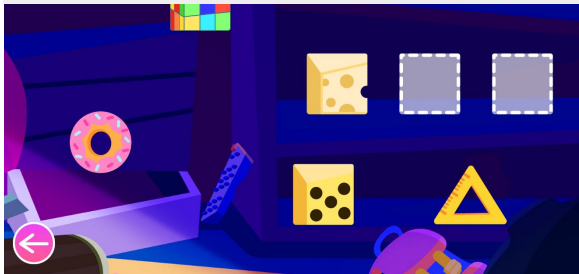
Difficulty  
of game



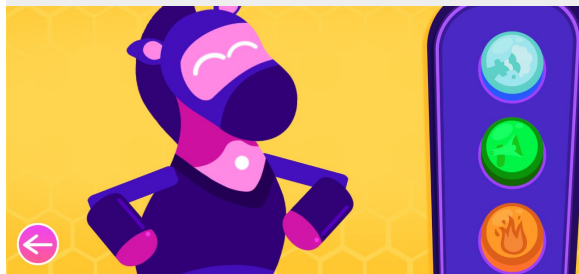
Learning objectives

- Simple shape recognition
- Logic
- Magnetism

Drag all the objects in the shape of a square onto the shelf



Which button do you have to press to activate the speaker?



Put the magnet together

