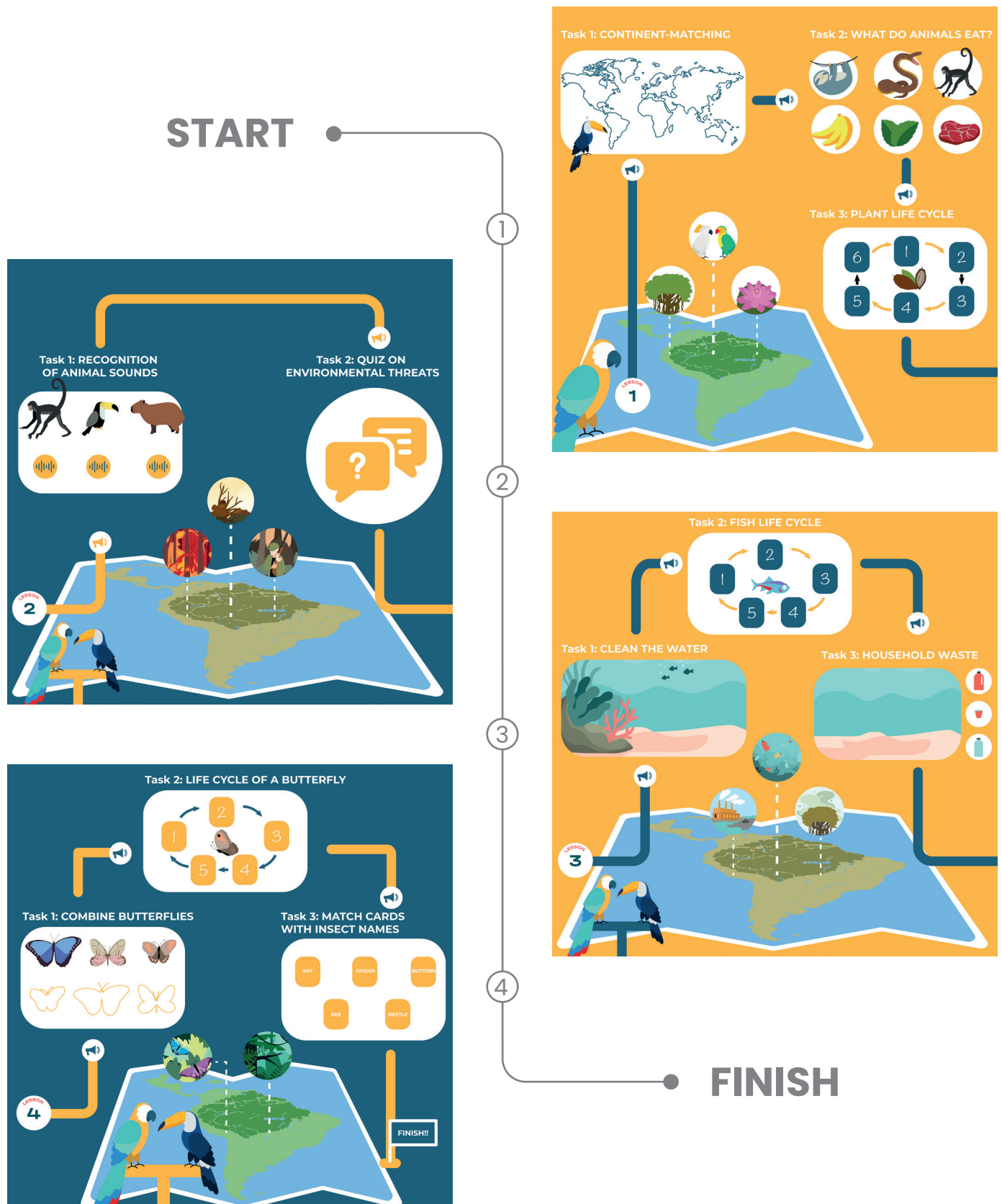


BIODIVERSITY: THE RESCUE MISSION IN THE AMAZON RAINFOREST

MAT3. Coding literacy for the lessons.



Project Number:

2023-1-IT02-KA220-SCH-000157934

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FLORA AND FAUNA



1

LESSON



Section of the map

This section of the map is dedicated to the first lesson and is used as a background on Scratch.

In the first lesson, students are expected to distinguish different continents, know about animal types of food and be familiar with the plant life cycle (when seeds are spread, plants grow and bloom).

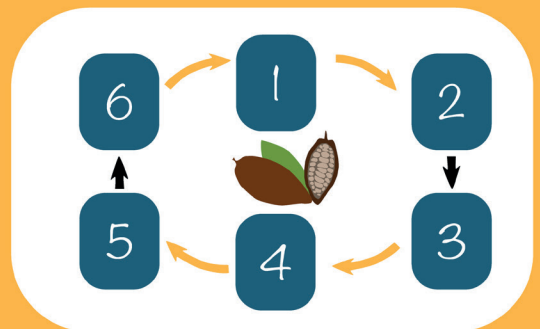
Task 1: CONTINENT-MATCHING



Task 2: WHAT DO ANIMALS EAT?



Task 3: PLANT LIFE CYCLE



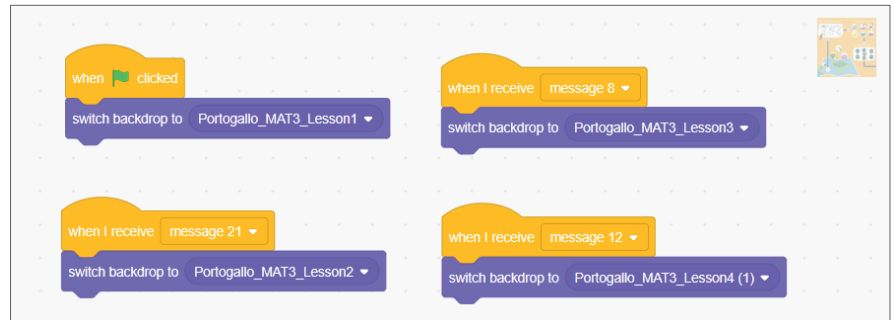
Activities description

The screenshot n. 0 shows the “Backdrops” code blocks of the four lessons loaded in the Stage section

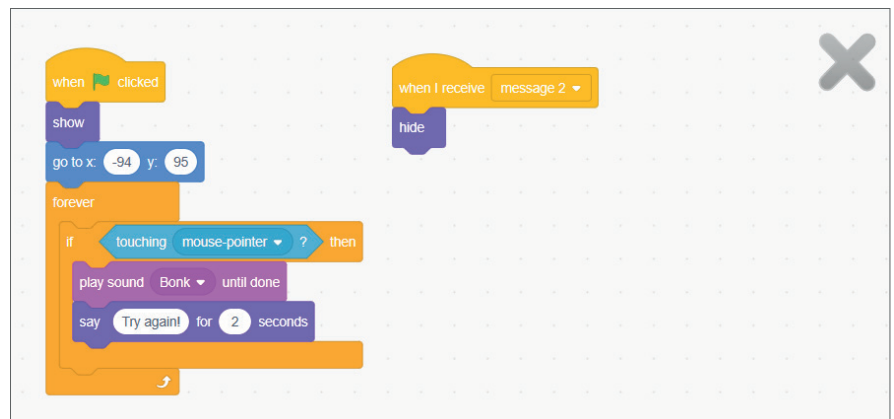
The screenshot n. 1 refers to the code blocks related to the “Africa” sprite

The screenshot n. 2 refers to the code blocks related to the “Amazon” sprite

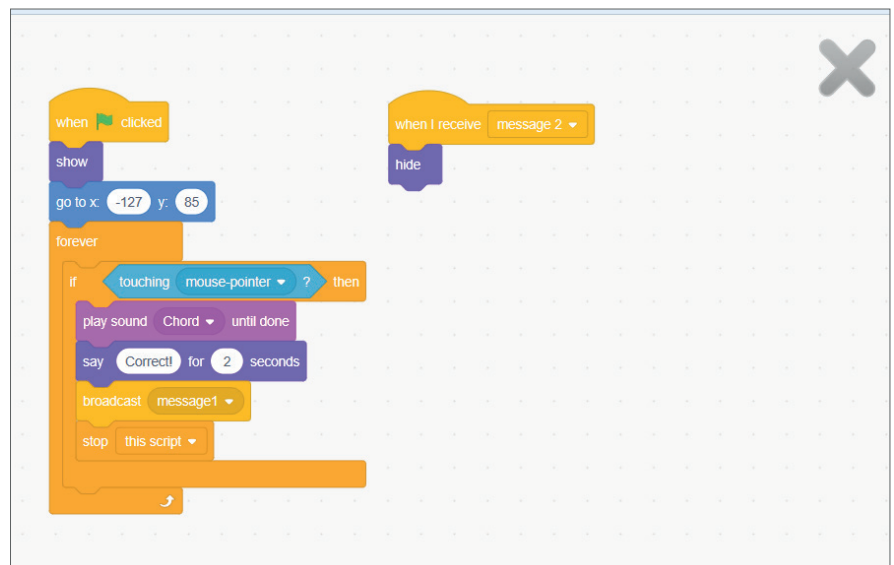
0



1



2



DISCLAIMER:

The screenshots refer to the code for each sprite, in alphabetical order, and not to the individual activities. These sprites can interact with each other within the lesson.

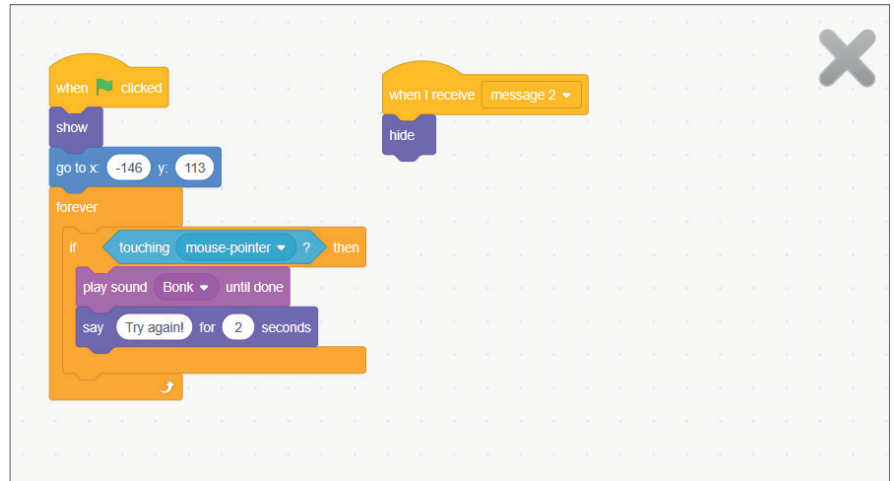
The division of the codes into the four lessons is only explanatory. The Mat coding file is unique and contains all the code blocks of the four lessons necessary for the operation of the program, always associated with the single Sprite.

In the Mat (in the sprites area) the image of the Edumat logo and that of the European Union are also loaded, without codes.

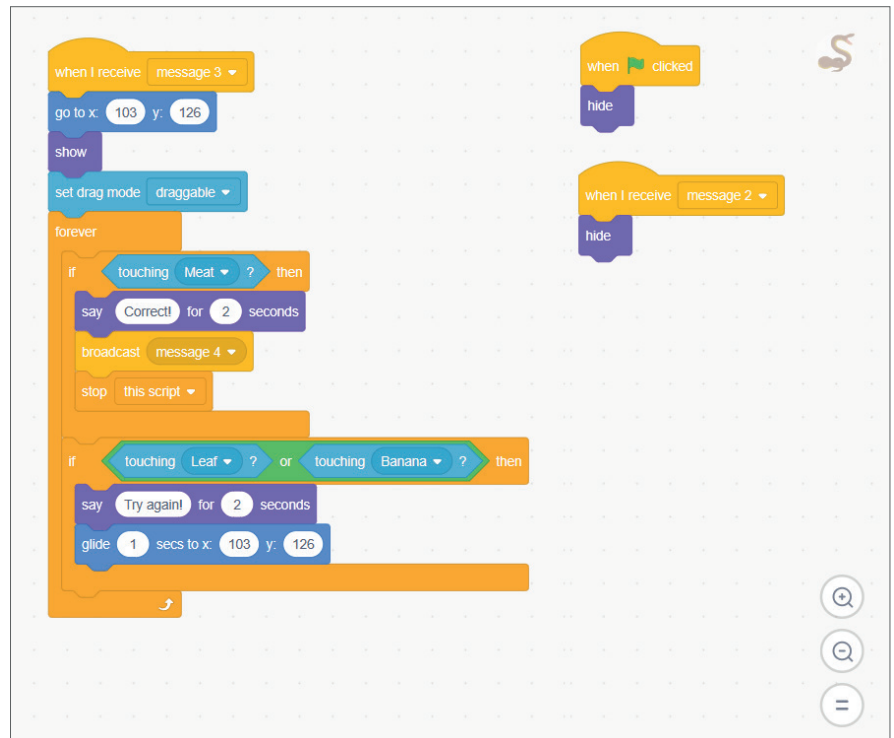
The screenshot n. 3 refers to the code blocks related to the “America” sprite

The screenshot n. 4 refers to the code blocks related to the “Anaconda” sprite

3



4

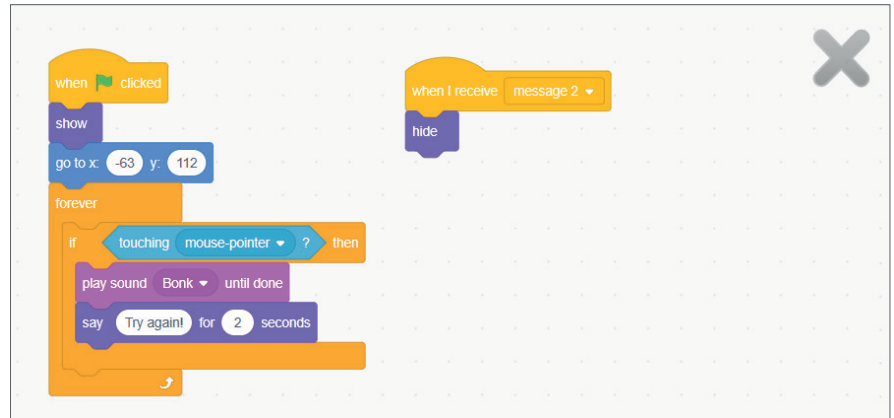


The screenshot n. 5 refers to the code blocks related to the “Asian” sprite

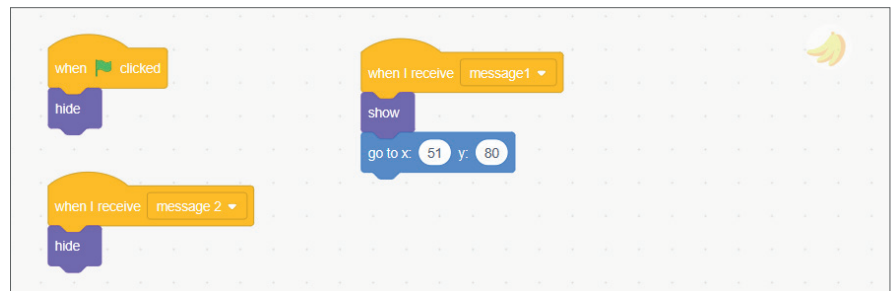
The screenshot n. 6 refers to the code blocks related to the “Banana” sprite

The screenshots n. 7 and 8 are the code blocks related to the “Butterfly” sprite

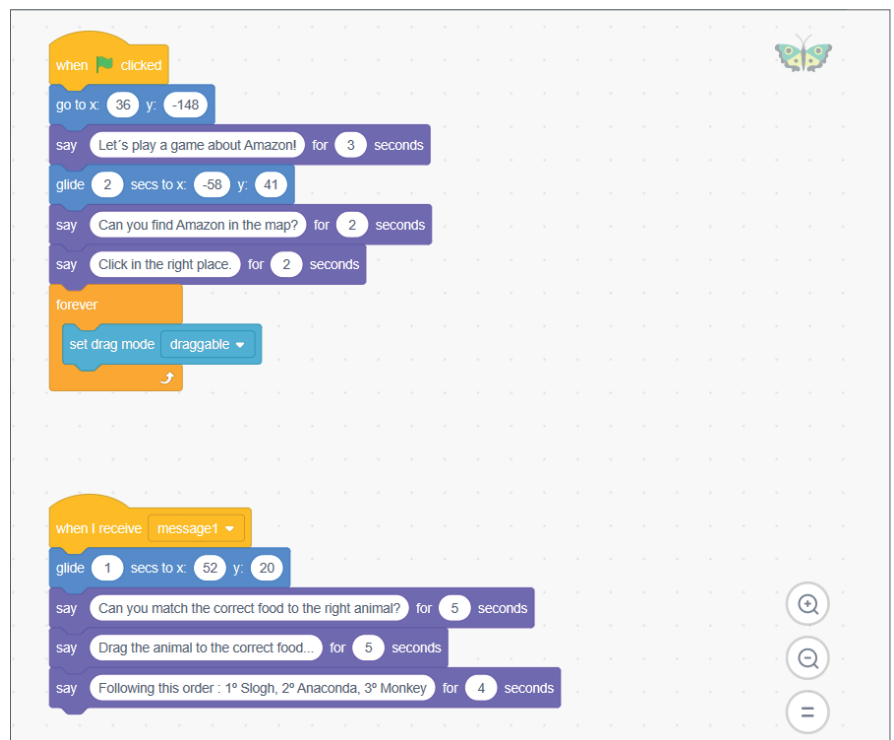
5

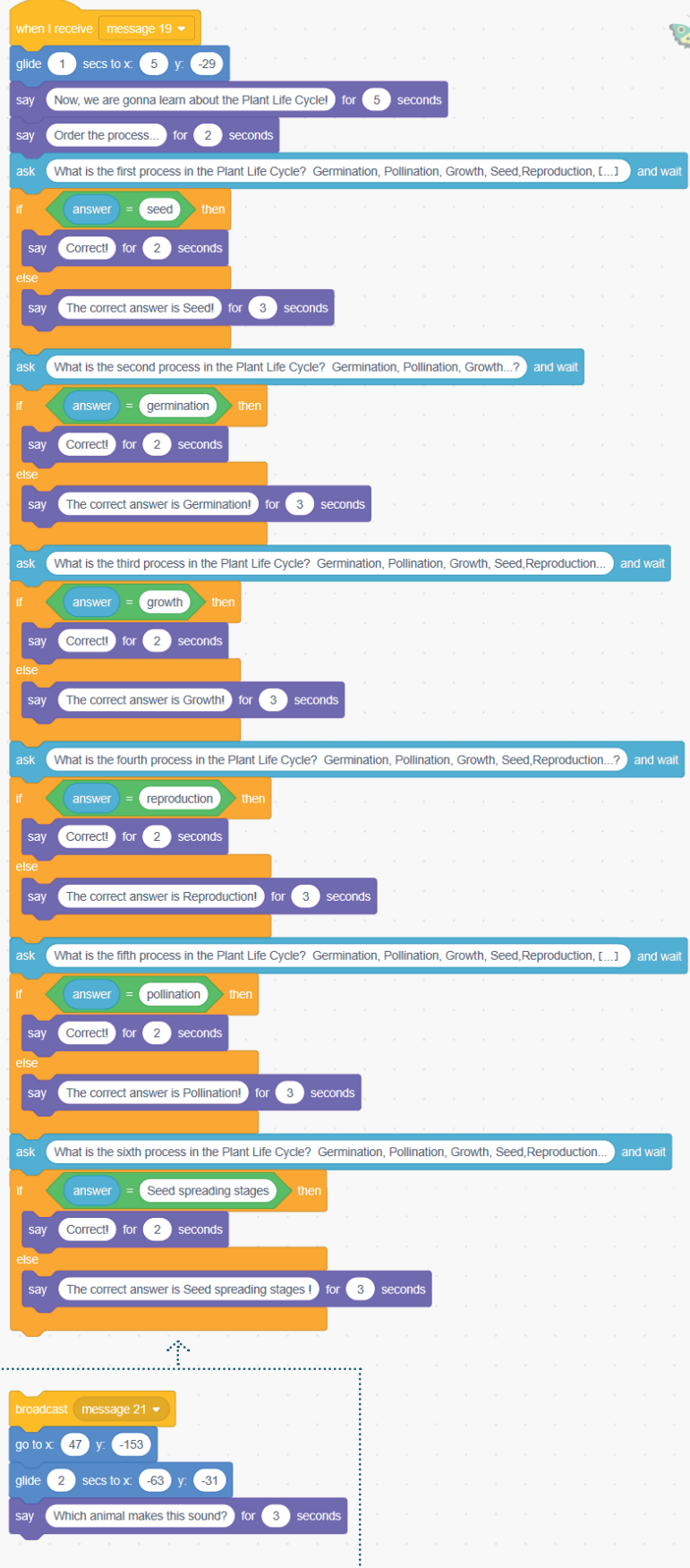


6



7





ATTENTION:

The highlighted block in the screen-shot n. 8 must be attached to the previous one but already refers to the coding of lesson n. 2.

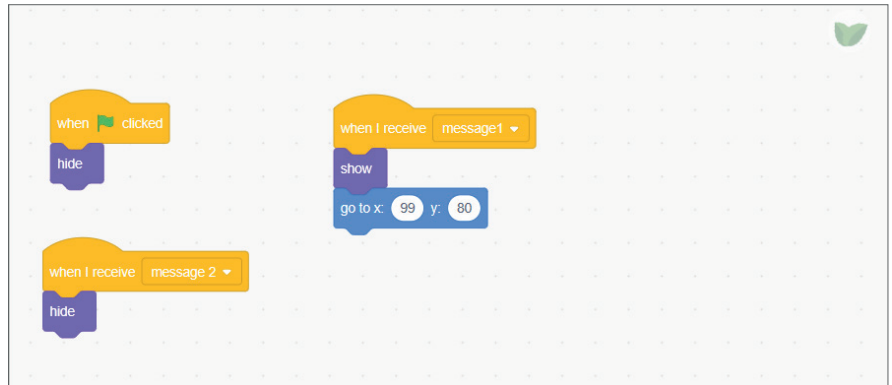
The screenshot n. 9 refers to the code blocks related to the "Leaf" sprite

The screenshot n. 10 refers to the code blocks related to the "Meat" sprite

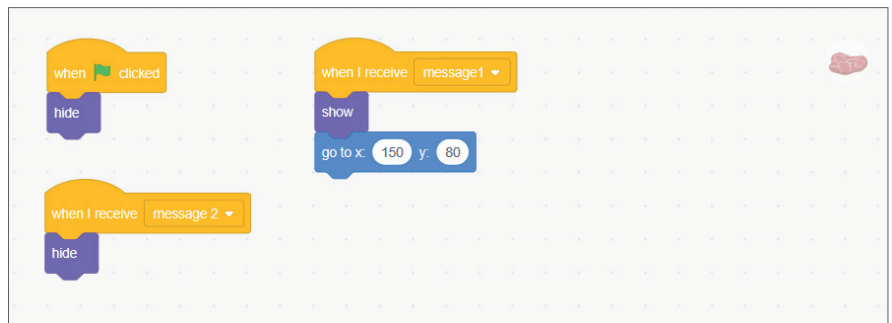
The screenshot n. 11 refers to the code blocks related to the "Monkey" sprite

The screenshot n. 12 refers to the code blocks related to the "Slogh" sprite

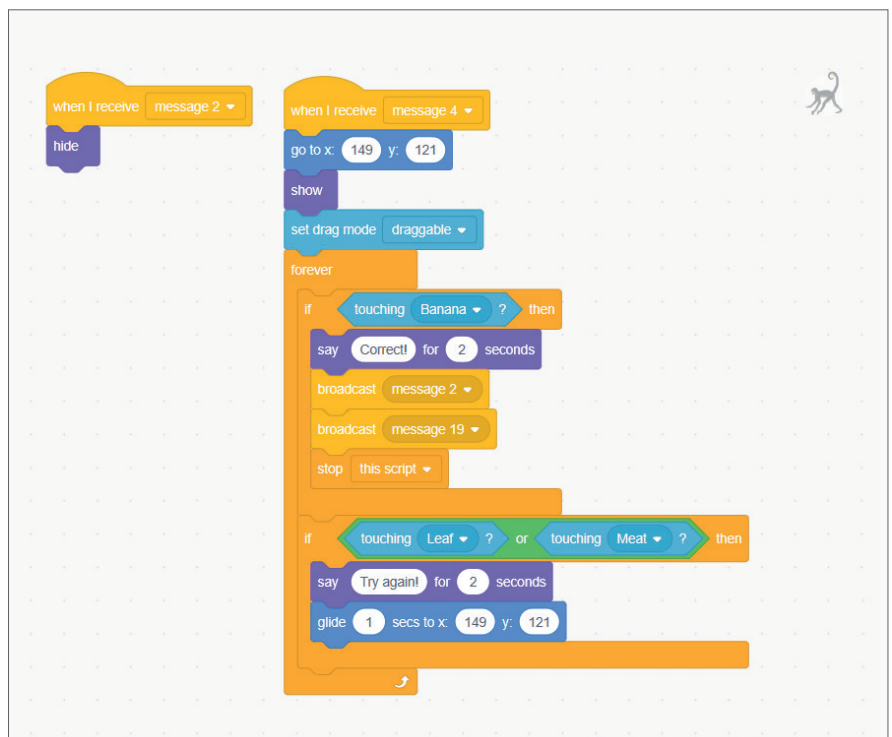
9

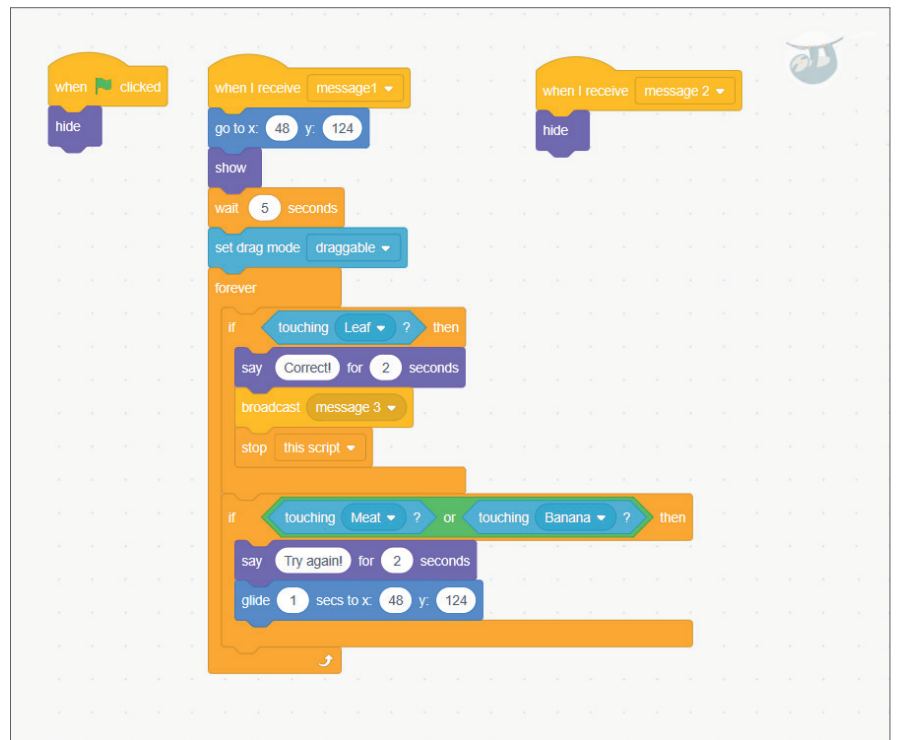


10



11

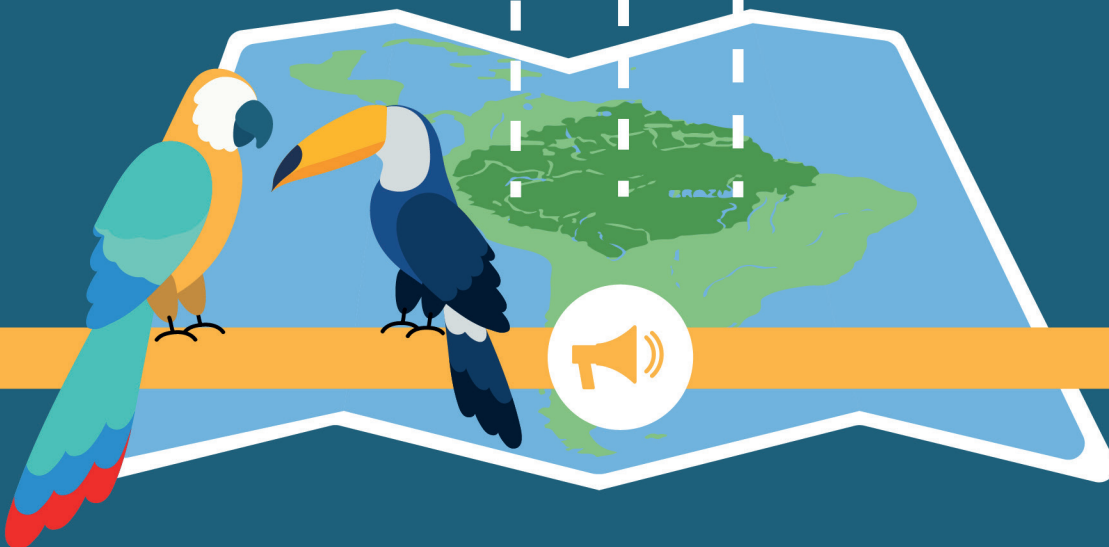




POACHING AND DEFORESTATION

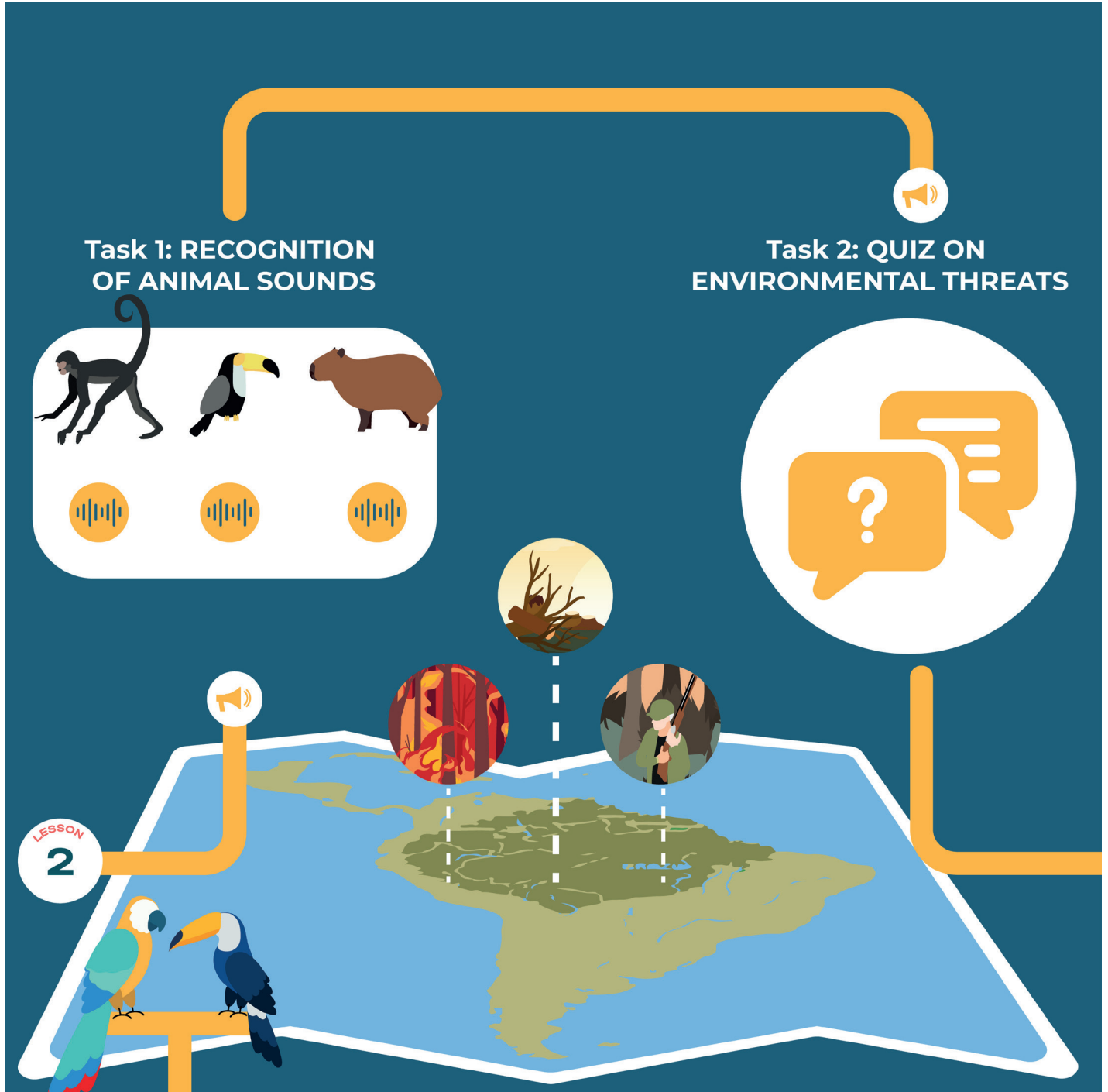


2 LESSON



This section of the map is dedicated to the second lesson and is used as a background on Scratch.

In the second lesson students will identify the reasons that lead to poaching understanding the natural and/or human causes that cause wild-fires and deforestation in the Amazon rainforest.



Activities description

The screenshot n. 1 refers to the code blocks related to the “Butterfly” sprite

The screenshot n. 2 refers to the code blocks related to the “Speaker1” sprite

The screenshot n. 3 refers to the code blocks related to the “Speaker2” sprite

The screenshot n. 4 refers to the code blocks related to the “Speaker3” sprite

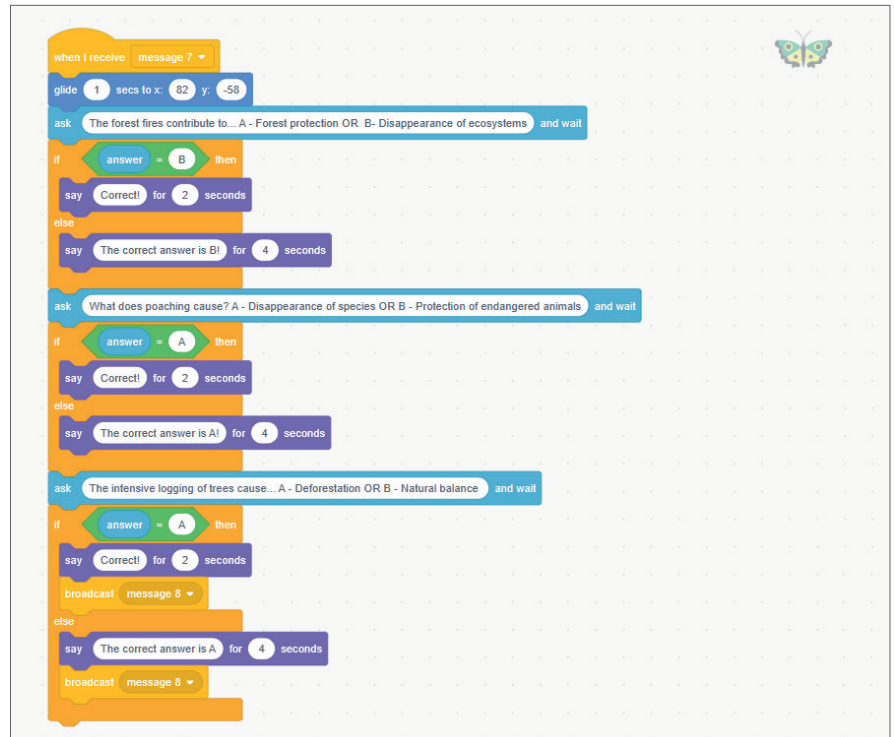
DISCLAIMER:

The screenshots refer to the code for each sprite, in alphabetical order, and not to the individual activities. These sprites can interact with each other within the lesson.

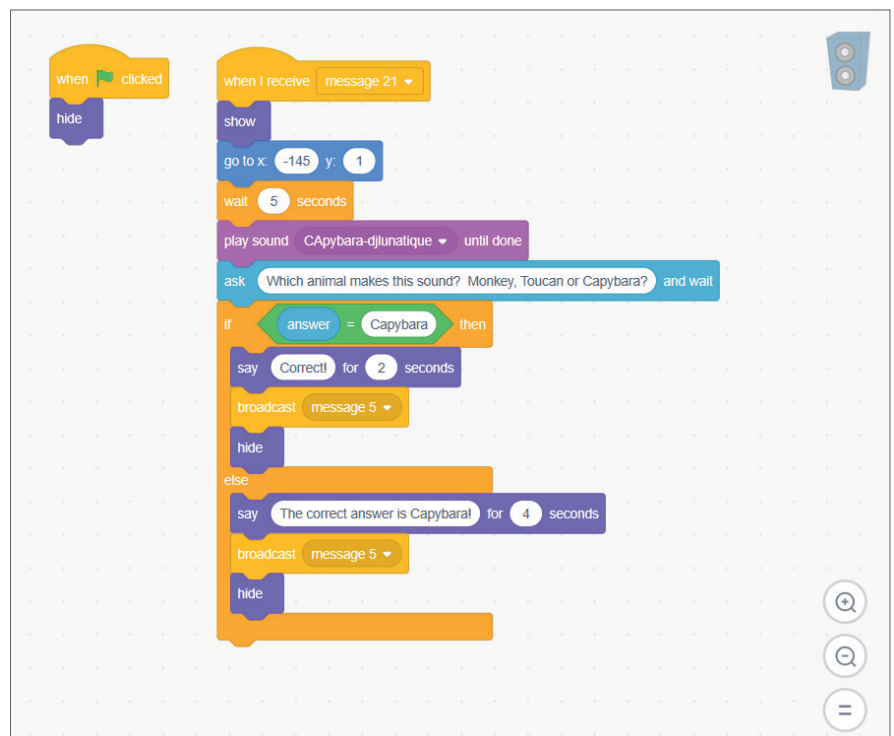
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In the Mat (in the sprites area) the image of the Edumat logo and that of the European Union are also loaded, without codes.

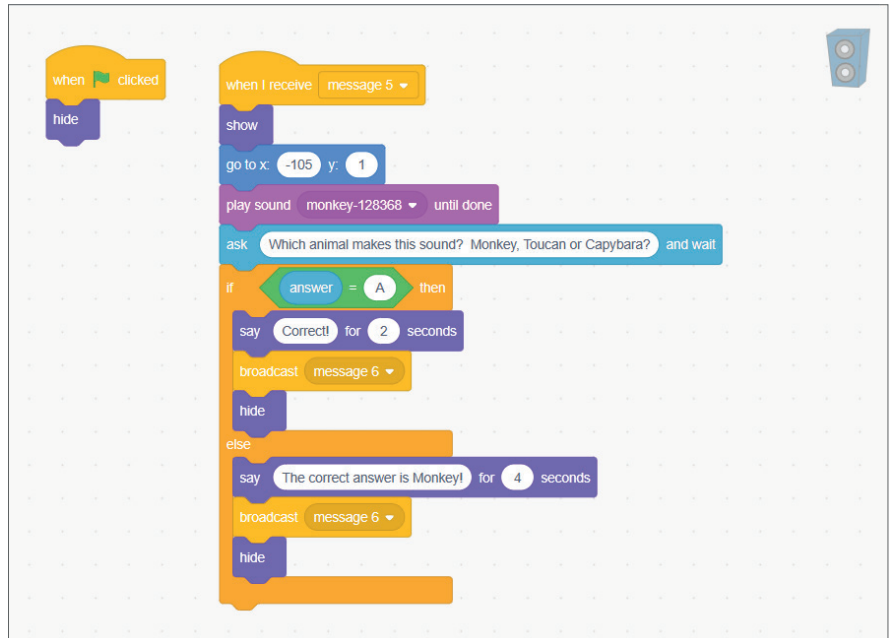
1



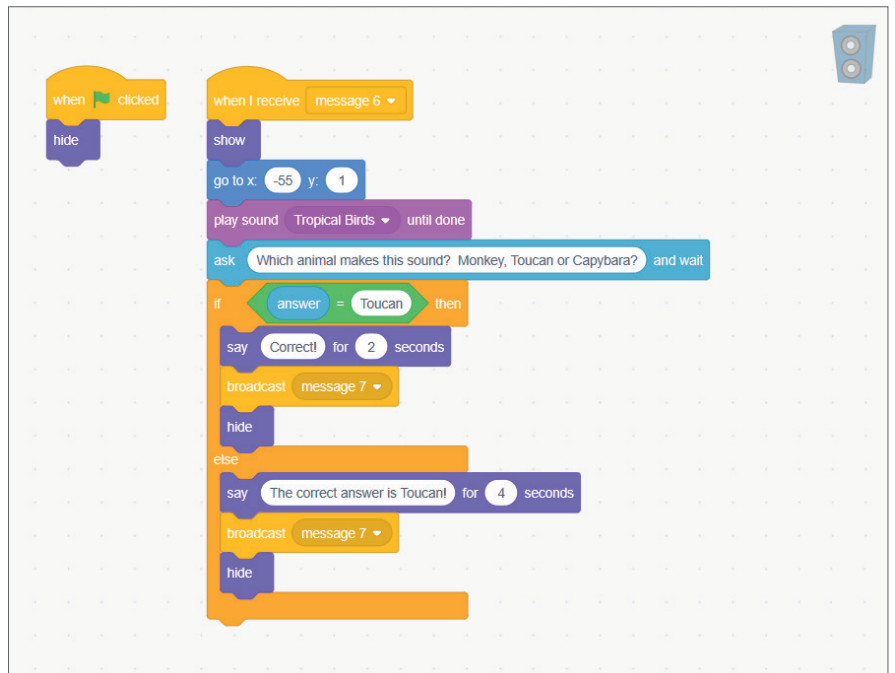
2



3



4



POLLUTED WATER



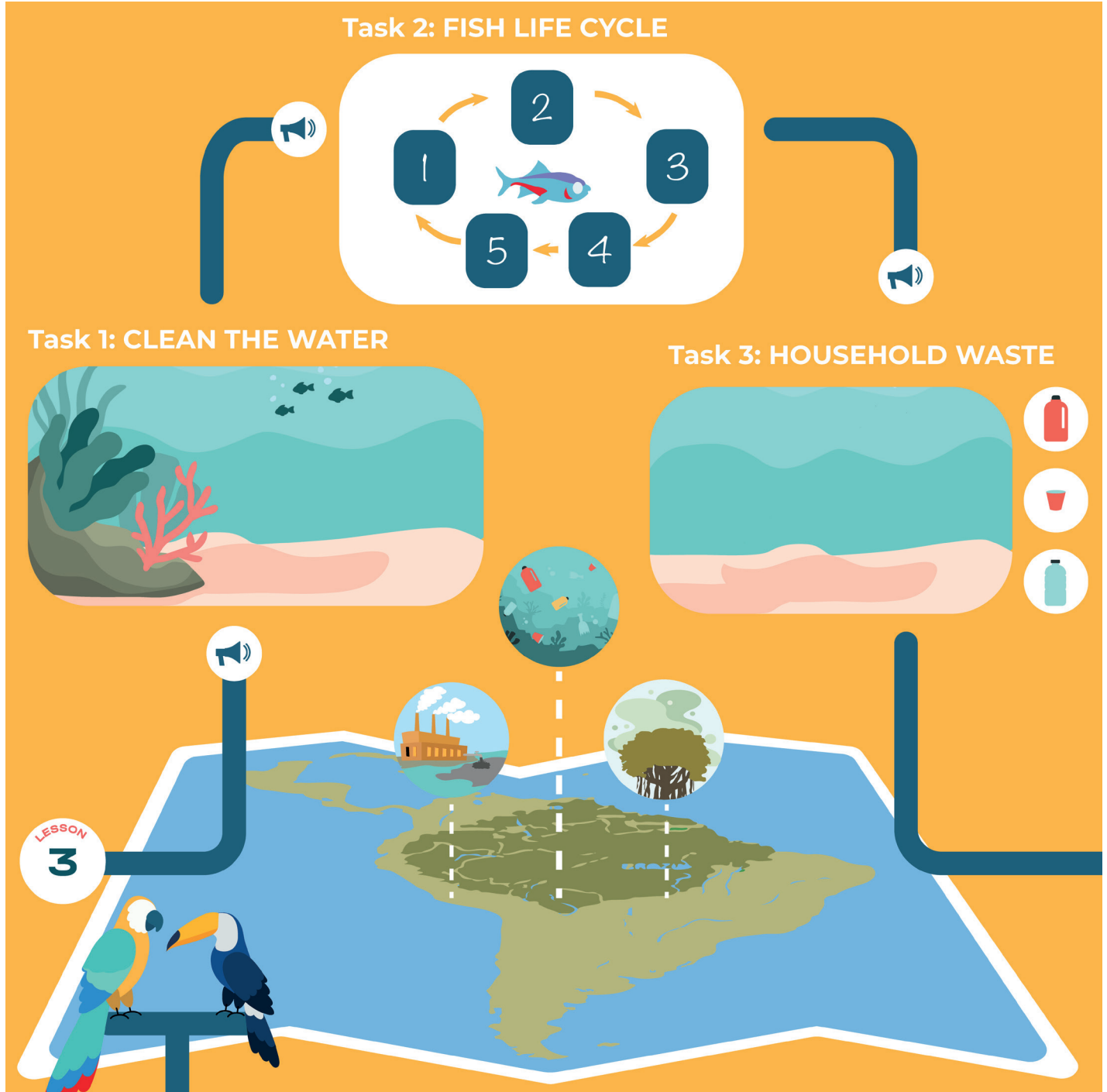
3

LESSON



This section of the map is dedicated to the third lesson and is used as a background on Scratch.

In the third lesson students will acquire knowledge on the aquatic ecosystem and the importance of freshwater and will know about the negative side of chemical factories , water pollution and air pollution.



Activities description

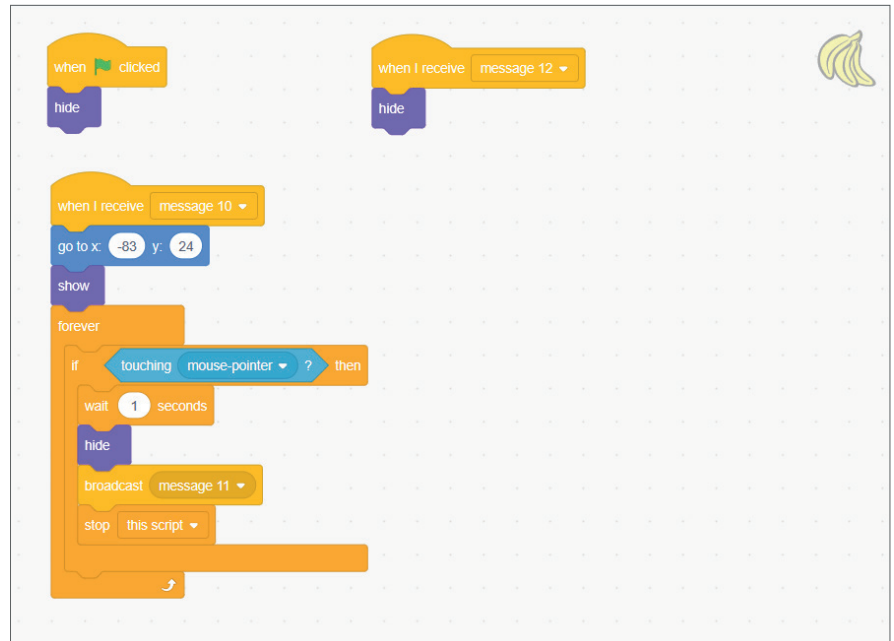
The screenshot n. 1 refers to the code blocks related to the “Bananas” sprite

The screenshots n. 2 and 3 refer to the code blocks related to the “Butterfly” sprite

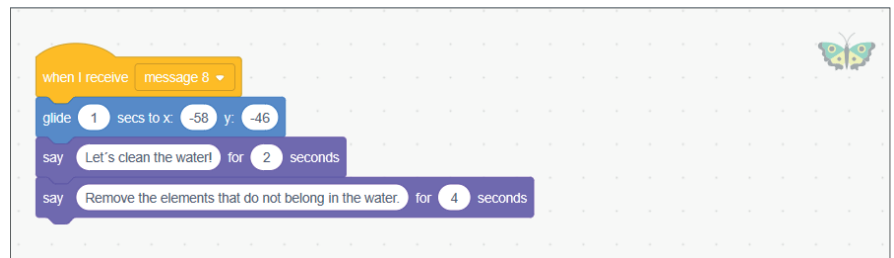
The screenshot n. 4 refers to the code blocks related to the “Crab” sprite

The screenshot n. 5 refers to the code blocks related to the “Milk” sprite

1



2



DISCLAIMER:

The screenshots refer to the code for each sprite, in alphabetical order, and not to the individual activities. These sprites can interact with each other within the lesson.

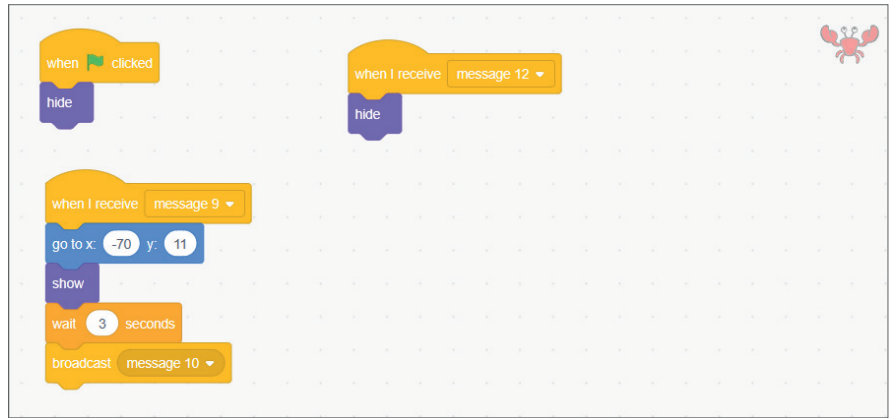
The division of the codes into the four lessons is only explanatory. The Mat coding file is unique and contains all the code blocks of the four lessons necessary for the operation of the program, always associated with the single Sprite.

In the Mat (in the sprites area) the image of the Edumat logo and that of the European Union are also loaded, without codes.

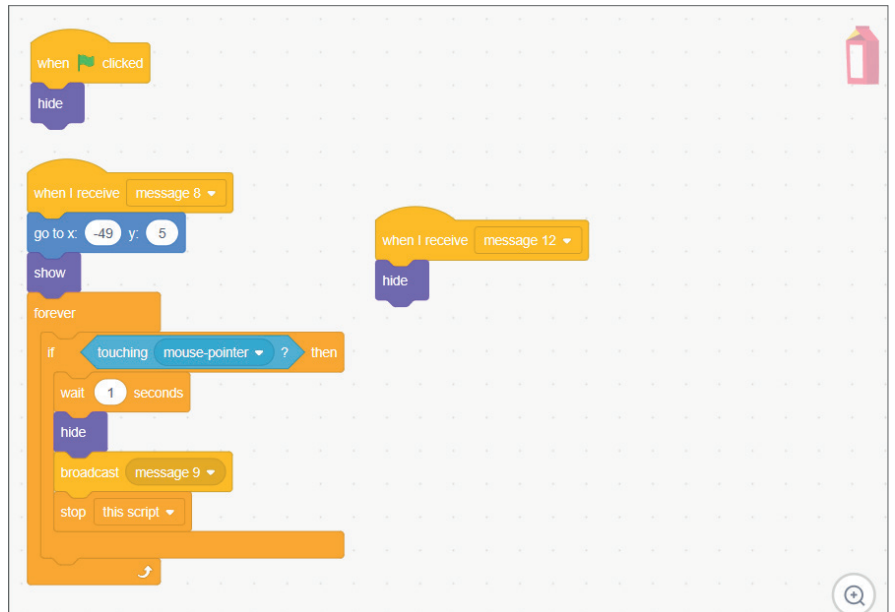
**ATTENTION:**

Attention: the highlighted block in the screenshot n. 5 must be attached to the previous one but already refers to the coding of lesson no. 4

4



5



INSECTS OF THE AMAZON



4

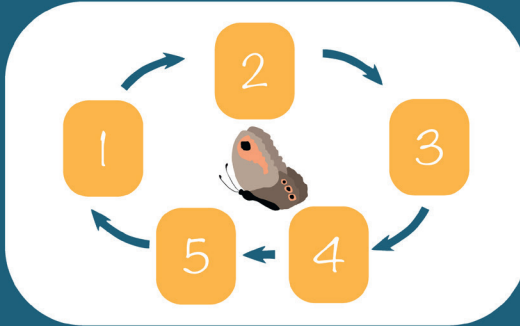
LESSON



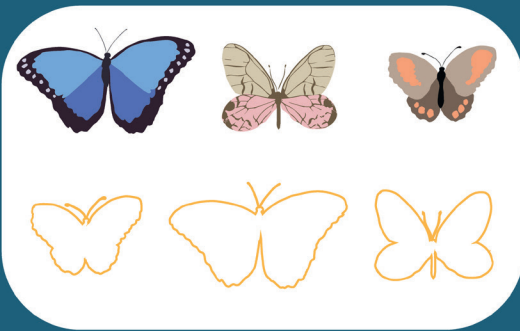
This section of the map is dedicated to the fourth lesson and is used as a background on Scratch.

The fourth lesson focuses on the butterflies life cycle, learning the names of several butterflies and getting knowledge on certain types of insects and their unique characteristics.

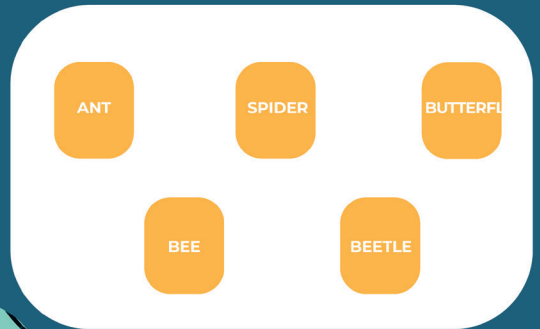
Task 2: LIFE CYCLE OF A BUTTERFLY



Task 1: COMBINE BUTTERFLIES



Task 3: MATCH CARDS WITH INSECT NAMES



Activities description

The screenshot n. 1 refers to the code blocks related to the “Bettle” sprite

The screenshot n. 2 refers to the code blocks related to the “Blue botton1” sprite

The screenshot n. 3 refers to the code blocks related to the “Blue botton2” sprite

The screenshot n. 4 refers to the code blocks related to the “Blue button 3” sprite

The screenshots n. 5 and 6 refer to the code blocks related to the “Butterfly” sprite

The screenshot 7 refers to the code blocks related to the “Butterfly2” sprite

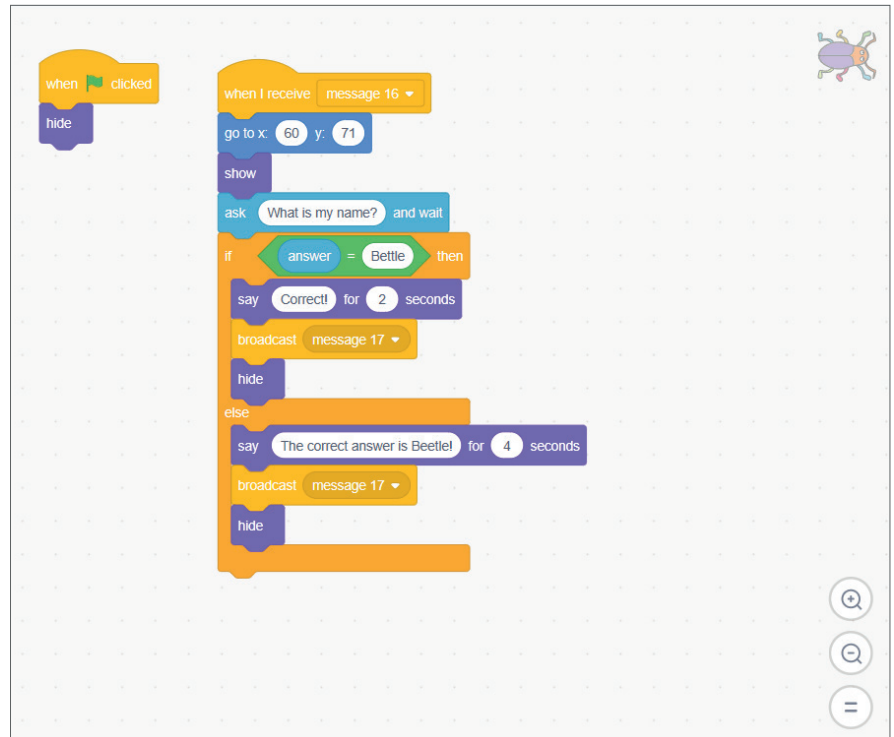
DISCLAIMER:

The screenshots refer to the code for each sprite, in alphabetical order, and not to the individual activities. These sprites can interact with each other within the lesson.

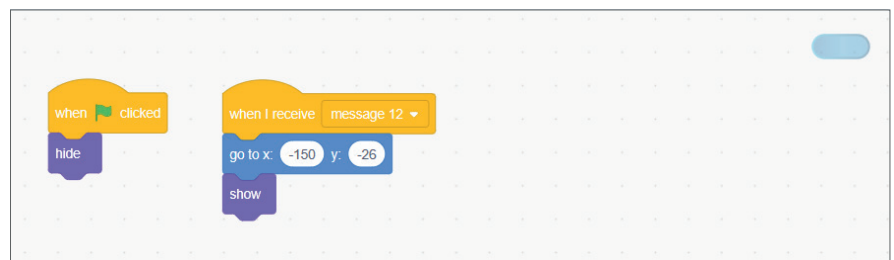
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In the Mat (in the sprites area) the image of the Edumat logo and that of the European Union are also loaded, without codes.

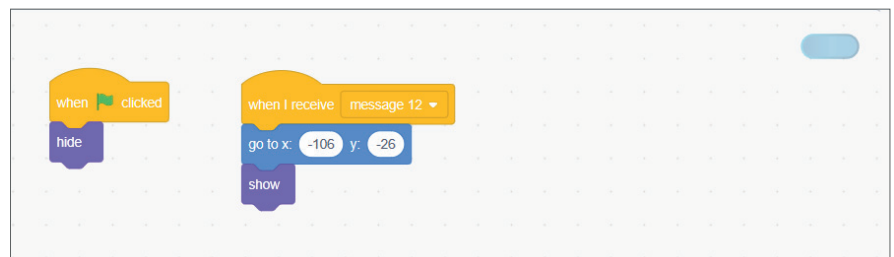
1



2



3

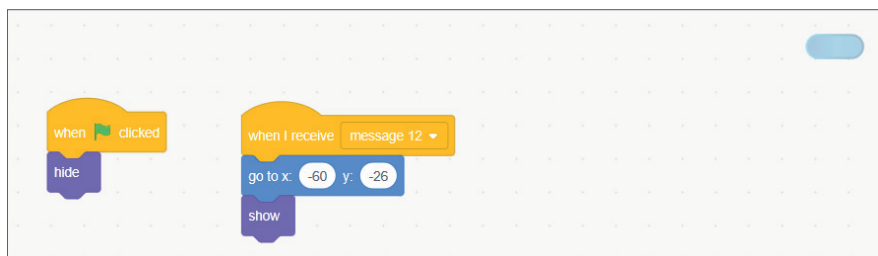


The screenshot n. 8 refers to the code blocks related to the "Circle4" sprite

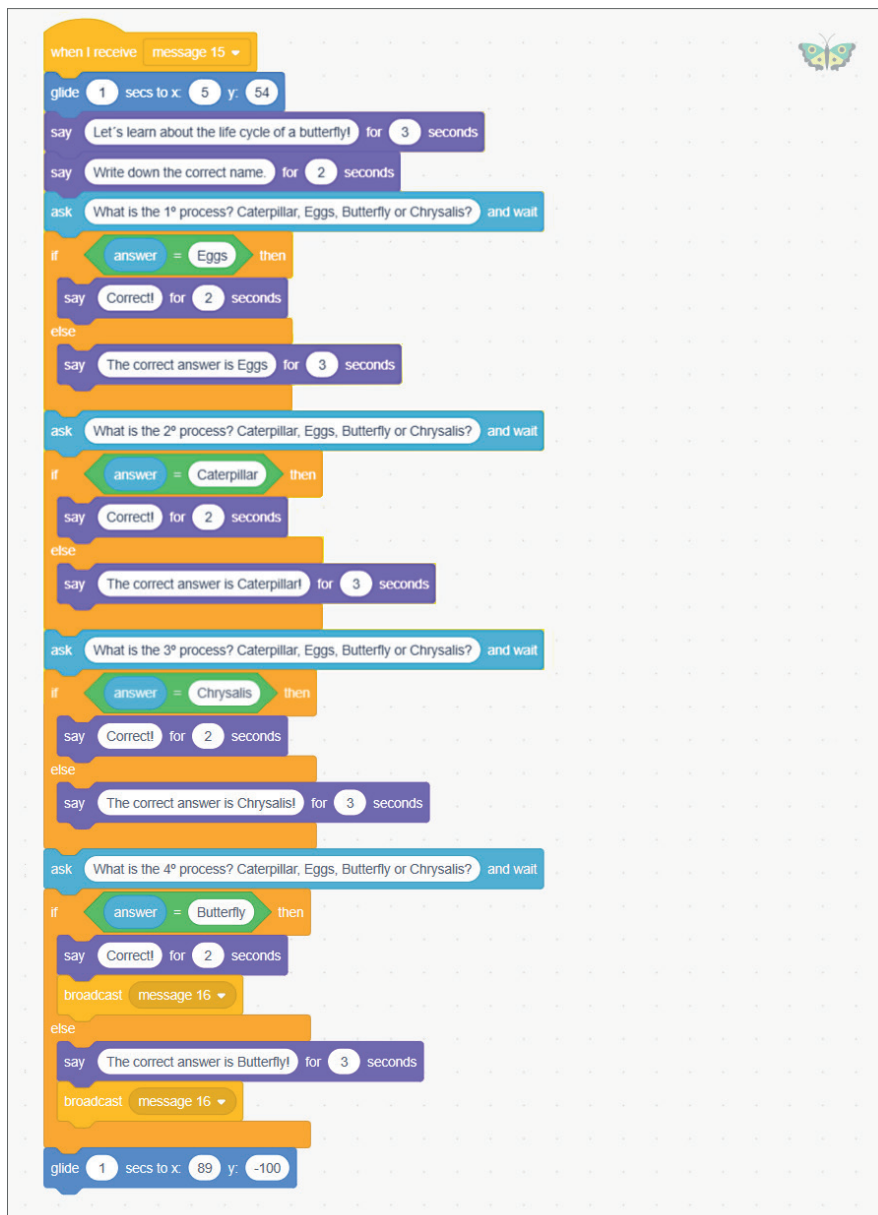
The screenshot n. 9 refers to the code blocks related to the "Circle5" sprite

The screenshot n. 10 refers to the code blocks related to the "Circle6" sprite

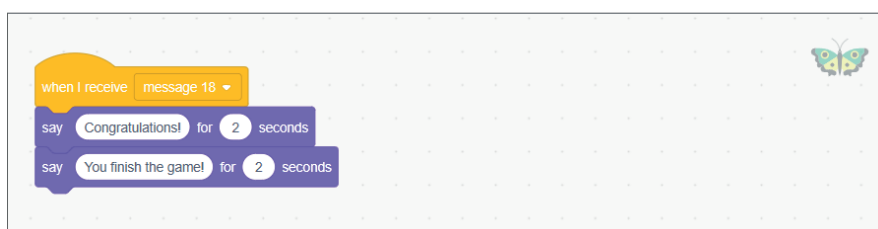
4



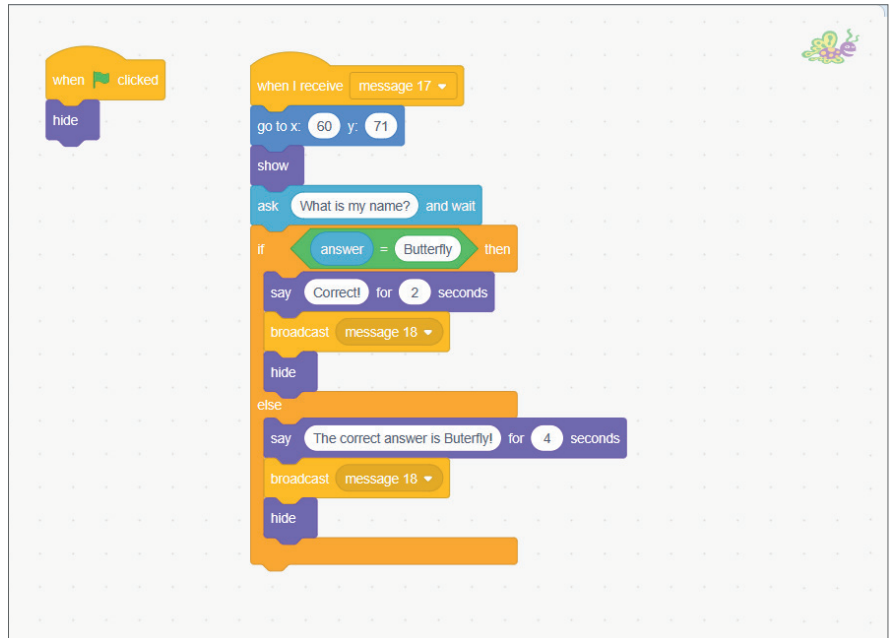
5



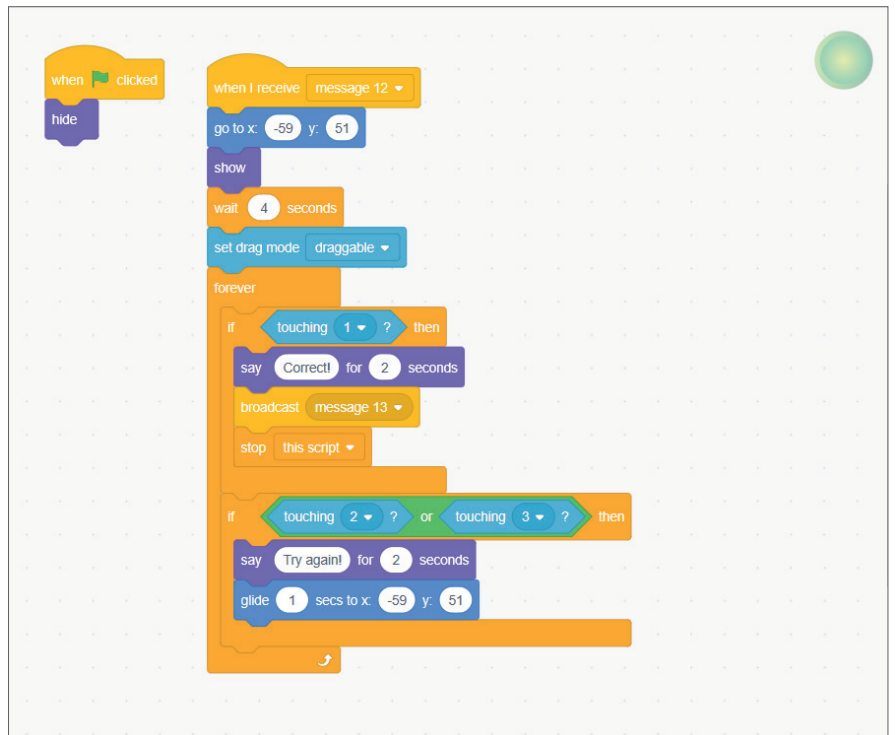
6



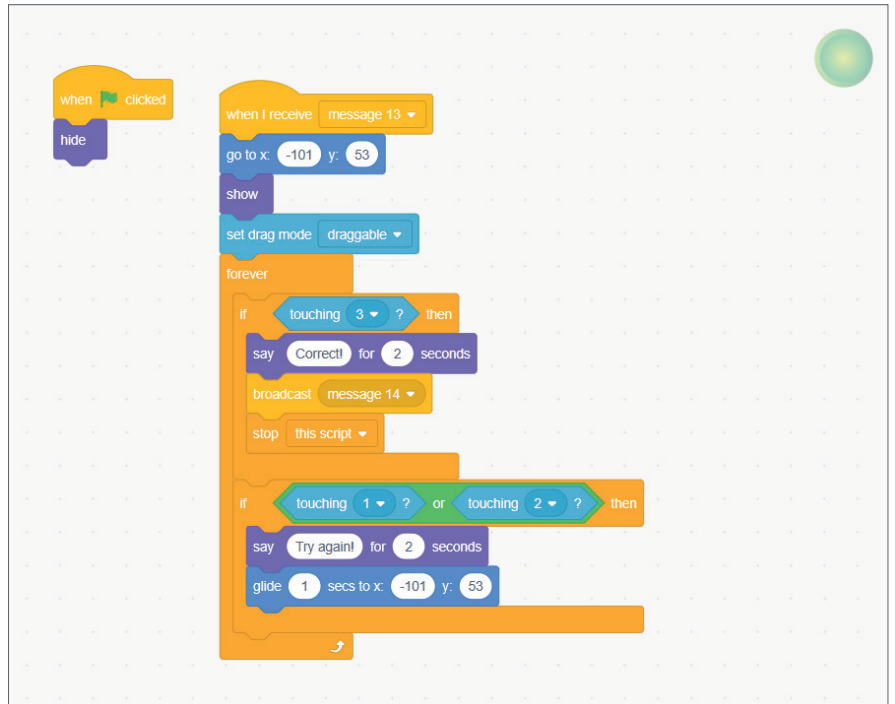
7



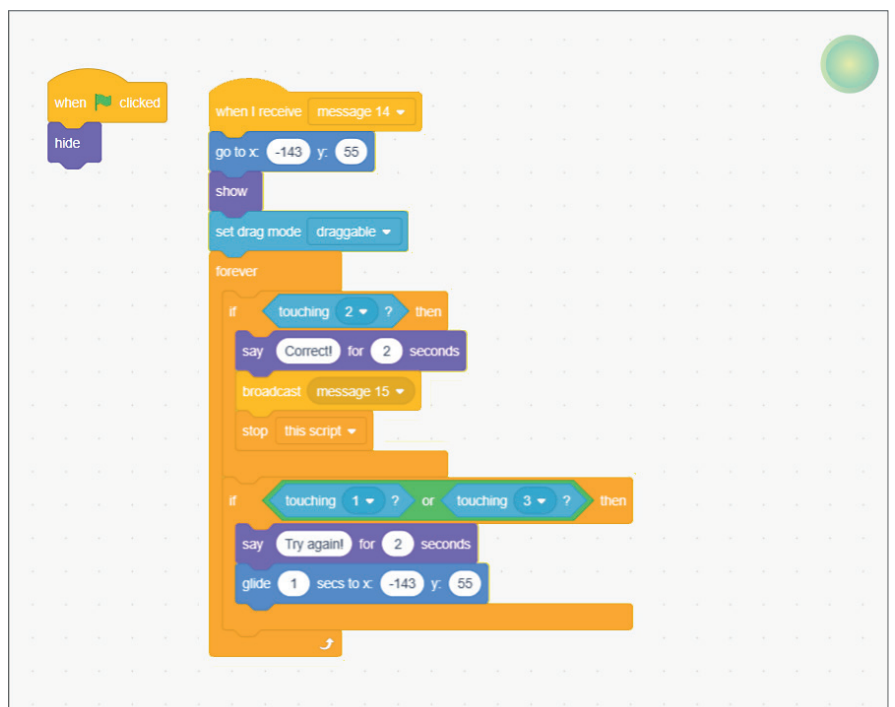
8



9



10



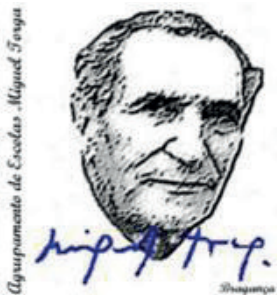
PARTNERS

FINISH

5



Main partners



PORTUGAL

The **Agrupamento de Escolas Miguel Torga** is a school located in Bragança, Portugal, an inland city of the country. The school consists of three buildings, two for preschool and elementary school and one for secondary and high school. There are 88 teachers, 2 psychologists and also a speech therapist.



SAPIENZA
UNIVERSITÀ DI ROMA

ITALY

Sapienza University of Rome, (Department of Planning, Design, Technology of Architecture). Sapienza was founded by Pope Boniface VIII in 1303. It's one of the oldest universities in the world and the second largest University in EU, with 11 faculties, 63 departments, 111.000 students and more than 4.700 professors.

All partners



ITALY

The **CISL Scuola (Confederazione Italiana Sindacati Lavoratori - Scuola)** is the union of the staff of primary and nursery schools, secondary schools and vocational training of the CISL. It was founded in 1997 by the union of SINASCEL (National Union Elementary School) and SISM (Italian Union of Middle School).



ITALY

Pixel is an education and training institution based in Florence (Italy). Pixel was founded in 1999. Pixel's mission is to promote an innovative approach to education, training and culture, this is done mostly by trying to exploit the best potential of ICT for education and training.



ROMANIA

EuroEd Primary School includes a Kindergarten and a primary school. Both are accredited by the Romanian Ministry of Education. It promotes the EU dimension of education and it also encourages multiculturalism and multilingualism by providing education to children of different nationalities or ethnic groups.



SPAIN

Esciencia is an SME based in Zaragoza established in 2006 as a spin-off of the University of Zaragoza. **Esciencia Eventos Científicos S.L.** is dedicated to the management and organization of science dissemination projects. The company offers both consulting services and the design of educational programs.



BULGARIA

Zinev Art Technologies Ltd. is a company developing, implementing and managing European projects and providing consultations in the spheres of culture, art, Internet-based activities and education, VET, e-learning and school education development, as well as regional development.

