

Sonar Family



Key competence: Science,		<u>.</u>		
Technology, Engineering and			\mathbf{C}	
Mathematical, Learn to learn	Editorial	2 – 4	30-45 min	8+
Soft skills: Abstract thinking,	Recommendation	4	40 min	4° - 6°
deduction capacity				

Variants and/or steps

- ★ You can use the first class hour to explain the game and the rules and play some trial rounds. It is recommended to start with the easiest mission with the support of the teacher and ensure that both controllers and captains have executed their actions without forgetting any steps.
- ★ To learn how they have to draw or move, a recommendation is to create a trail common sheet and use it with the whole class as an example. This game is useful for working orientation and laterality.

Adaptations for special needs

➤ This game is a bit difficult for students with special needs. However, they can participate in heterogeneous groups, with the easy role of captain, but the cooperator must check if the actions are noted correctly. The crucial role of the radar controller could be difficult so they need an assistant.

Discussion

 \square What role was easier to play? Why? \square How would you modify the rules to make the game easier or more difficult? \square In what period of history ship battles happened? \square What strategy you think that is the best to follow? \square What soft skills do you think that can be developed with this game?

% of answers based on 238 Primary School students	•••		••	(;
Would you like to play it again?	5%	2%	5%	89%
Have you communicated a lot with your classmates while you were playing?		5%	9%	84%
Have you done any calculations during the game?		9%	11%	9%
How easy was it to understand the rules of the game?		14%	16%	68%
Have you thought of any strategy while playing the game?		9%	19%	44%
Are you able to explain this game to another student?		7%	14%	50%