

# Activity Template

This template includes the sections to cover in your submission. Your submission should be a 4–6 pages describing activities designed for children or that may work well for children to promote data-driven play and data literacy through visual, physical, and tangible representations in the wider sense.

the context of the activity, targeted age group, instructions on running the activity, materials required, and potential findings and challenges encountered.

## ACTIVITY TITLE

Add an image of the activity here as a teaser figure.

Short abstract outlining the activity [150 words]

### Description of the Activity

#### **Activity Goals:**

Describe the goal of the game

#### **Activity Introduction and Objectives**

Introduce the activity and add the objectives here.

#### **Expected Outputs**

- What are the expected outcomes of the activity?
- Add images of example results if you have run the activity before.

#### **Materials Needed for the Activity**

- E.g., data examples, any digital or analog materials. Please include images here if applicable.
- Online resources: Please add links to any online resources you may have for the activity.

#### **Activity Procedure**

- How is the activity conducted? Please illustrate individual steps with images, if applicable.
- Please also include any pre- and post-activity aspects that participants may engage in (e.g., data collection, or post-activity questionnaires).

**When and where it has been already used, are there useful variations?**

[\(e.g. to change the activity to developmental levels\)](#)

Describe when you have run this activity previously and how it can be varied to suit different needs.

**Reflection:**

*Any reflections on the activity design (pros and cons, limitations) and experiences from running the activity. For example, what challenges have you encountered when designing/running the activity for/with children?*

**References**

**Acknowledgments:**