# CHILDREN WITH GRAND IMAGINARIES: BRINGING THEM CLOSER TO THE WORLD OF SCIENCE

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## INTRODUCTION

**Children,**
their vocational interest towards knowledge is encouraged to allow their integration in a society in continuous progress.

**Dissemination of science,**
occurs through the implementation of a knowledge economy made up of universities, companies and the State.

**Interactive education and motivation**
through activities based on discovery, learning by doing and social relations, and using image as a resource.

## OBJECTIVE Y METHODOLOGY

To design an educational tool for the visibilization of science through the recognition of relevant figures and their contributions.

**1** Review and selection of documents of popular science for children.

**2** Identification and selection of scientific characters.
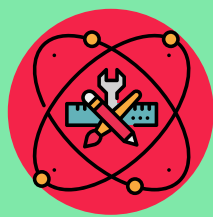
**3** Construction of biographical cards and the game "Sapiencia".

## RESULTS



After the exploratory analysis, a semantic network was generated with different categories and selection criteria, from which five labels were established: character profile, period of the story, contributions, awards and barriers.

## CONCLUSIONS

The idea is to provide tools and resources to children to awaken their curiosity and bring them closer to scientific and technological knowledge.

The image represents an ally in order to motivate the understanding of abstract contents.

It is a didactic proposal that encourages creativity and empathy, and can be carried out in various areas of knowledge.

# Comunicar