

# NOVA & MAYA - Learning Companion

## Chapter 9 Printable Information Packet

### Too Much Information

#### Before printing

- Print one-sided at 100% size. An adult handles scissors.
- The activities are tabletop fiction. No child is hidden, trapped, timed under pressure, placed in darkness, or sent along real routes.
- Give the first round without a timer. A playful timer may be added only in a later replay and must stop if it is not fun.
- Keep human-context cards and the adult answer key covered until the activity says to reveal them.
- In a real emergency, children follow trusted adults and official safety instructions.

#### No-printer version

Display one page at a time. Children say the number and category; an adult records or drags a note on screen.

#### Packet contents

- Pixel information cards, sorting mat, route cards, and later reveal
- Twenty numbered alert cards in two calm batches
- Older-child sorting mat, plan record, later human-context reveal, and positions
- Flexible adult answer key

## Pixel Cards - Batch A

**PIXEL 1**

Pixel was last seen beside the picnic table at 3:10.

**PIXEL 3**

The north gate is closed. Checked at 3:12.

**PIXEL 5**

Eli thinks Pixel chased a squirrel.

**PIXEL 2**

Pixel wears a blue collar.

**PIXEL 4**

The south field is open. Checked at 3:13.

**PIXEL 6**

Pixel's water bowl is still full.

Cut apart the cards. Place them in a loose, calm pile.

## Pixel Cards - Batch B

|                                                                     |                                                   |
|---------------------------------------------------------------------|---------------------------------------------------|
| <b>PIXEL 7</b><br>A paw print was found near the garden path.       | <b>PIXEL 8</b><br>Maya has a whistle Pixel knows. |
| <b>PIXEL 9</b><br>The picnic table is red.                          | <b>PIXEL 10</b><br>The weather is mild.           |
| <b>PIXEL 11</b><br>The north gate is closed. Same report as Card 3. | <b>PIXEL 12</b><br>Pixel likes a yellow ball.     |

Some cards may be useful later, repeated, or not important to the first plan.

## Pixel Sorting Mat

|                      |                    |
|----------------------|--------------------|
| <b>WE KNOW</b>       | <b>WE THINK</b>    |
| <b>WE DON'T KNOW</b> | <b>MATTERS NOW</b> |

## Pixel Route Cards

### FESTIVAL LAWN

**Travel time:** About 3 minutes.

**Current conditions:** Music, cheering, and many people.

**Evidence nearby:** The south field is open.

### GARDEN PATH

**Travel time:** About 6 minutes.

**Current conditions:** Quiet path with hedges and benches.

**Evidence nearby:** A paw print was found near this path.

### FIRST PLAN

Our first three cards: \_\_\_\_\_

Our first route: \_\_\_\_\_

Our reason: \_\_\_\_\_

## Pixel Human-Context Card - Reveal Later

### NEW INFORMATION

Pixel is afraid of loud noises. When music or cheering is nearby, Pixel may move away or hide instead of coming when called.

Maya's familiar whistle may help Pixel recognize a safe person from a quiet distance.

### THINK AGAIN

KEEP, REVISE, or REPLACE: \_\_\_\_\_

What changed in our plan? \_\_\_\_\_

Which evidence matters now? \_\_\_\_\_

## Twenty Alerts Sorting Mat

|                |                          |
|----------------|--------------------------|
| <b>KNOWN</b>   | <b>THINK</b>             |
| <b>UNKNOWN</b> | <b>NOT IMPORTANT YET</b> |

## Twenty Alerts - Batch A

|                                                                            |                                                                                   |
|----------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| <b>ALERT 1 - 4:02</b><br>Door A is open. Sensor report is current.         | <b>ALERT 2 - 3:18</b><br>Door A is closed. This report is older.                  |
| <b>ALERT 3 - 4:03</b><br>Six people are in the quiet room. Count verified. | <b>ALERT 4 - 3:40</b><br>Battery reserve is 62 percent. Older report.             |
| <b>ALERT 5 - 4:04</b><br>Battery reserve is 41 percent. Current report.    | <b>ALERT 6 - 4:04</b><br>Message could not be delivered.                          |
| <b>ALERT 7 - 4:04</b><br>Message could not be delivered. Repeated alert.   | <b>ALERT 8 - 4:04</b><br>Message could not be delivered. Repeated alert.          |
| <b>ALERT 9 - 4:01</b><br>Display screen 3 is offline.                      | <b>ALERT 10 - 4:02</b><br>Room temperature is one degree below its usual setting. |

## Twenty Alerts - Batch B

|                                                                                                  |                                                                                |
|--------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|
| <b>ALERT 11 - 4:05</b><br>Service corridor door is open. Camera verified.                        | <b>ALERT 12 - 4:05</b><br>Glass walkway is structurally sound.                 |
| <b>ALERT 13 - 4:00</b><br>Lower tunnel door status cannot be checked.                            | <b>ALERT 14 - 4:05</b><br>Staff corridor lighting is on.                       |
| <b>ALERT 15 - 4:05</b><br>Nina is in the quiet room. Location verified.                          | <b>ALERT 16 - 4:06</b><br>Nina needs assistance leaving the room. Air is safe. |
| <b>ALERT 17</b><br>The fastest route is probably the easiest route.                              | <b>ALERT 18 - 4:06</b><br>Glass walkway is faster and has a transparent floor. |
| <b>ALERT 19 - 4:06</b><br>Service corridor is slower, quiet, and has solid walls and a handrail. | <b>ALERT 20 - 4:06</b><br>Final service door status is not yet checked.        |

## Older-Child Plan Record

### NOVA'S STATEMENT

I have conflicting information. Here is what I know, what I think, and what I cannot check yet.

Five alerts that matter now: \_\_\_\_\_

What we know: \_\_\_\_\_

What we think: \_\_\_\_\_

What we cannot check yet: \_\_\_\_\_

Our provisional route or plan: \_\_\_\_\_

Our next safe step that can be changed: \_\_\_\_\_

## Human-Context Card - Reveal After the First Plan

### ABOUT NINA

Nina is frightened by the transparent, noisy glass walkway and may freeze before crossing it.

The slower service corridor has solid walls, quieter surroundings, and a handrail. Nina says that route feels workable with a trusted adult beside her.

Nina's needs are planning requirements. They do not make her less important or less capable.

### DECISION

KEEP, REVISE, or REPLACE: \_\_\_\_\_

Known fact used: \_\_\_\_\_

Assumption or unknown: \_\_\_\_\_

What Nina's context changed: \_\_\_\_\_

Next safe step we can change: \_\_\_\_\_

## Position Cards

### **POSITION A**

When reports conflict, gathering more information before choosing is usually the safest move.

### **POSITION B**

When reports conflict, it can be better to act on the most relevant verified facts and choose a small step that can be changed.

### **UNSURE**

I need another reason, example, or piece of evidence.

### **MY EVIDENCE**

Card or alert number: \_\_\_\_\_ Reason: \_\_\_\_\_

### **COUNTEREXAMPLE**

A time the other position might work better: \_\_\_\_\_

### **MOVE**

I stayed / moved because: \_\_\_\_\_

# Flexible Adult Answer Key

## Pixel path

- Likely WE KNOW: 1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12. Card 11 repeats Card 3; repetition does not make it newer.
- Likely WE THINK: 5. Chasing the squirrel is Eli's interpretation, not a verified sighting.
- Likely MATTERS NOW before the reveal: 1, 3 or 4, 7, and 8 are strong choices. Children may defend other choices.
- After the reveal, the quiet Garden Path plus the familiar whistle is usually more workable than the faster Festival Lawn. A different plan can pass if it respects the noise information and uses evidence.

## Twenty alerts

- Current verified facts include 1, 3, 5, 11, 12, 14, 15, 16, 18, and 19. Alert 2 and Alert 4 are stale, not necessarily false.
- Alerts 6-8 repeat one communication problem. Alert 9 and Alert 10 are low priority for this decision unless children explain a relevant connection.
- Alert 13 and Alert 20 are unknowns. Alert 17 is an assumption. Faster does not automatically mean easier or usable.
- A strong initial set often includes 3, 11, 15, 16, and 20, with 5, 14, 18, or 19 also defensible depending on the first plan.
- After Nina's context is revealed, the service corridor is usually more workable even though it is slower. A strong next step is to verify Alert 20 while keeping Nina with a trusted adult and avoiding the glass walkway.
- Accept more than one defensible sort or plan. Ask for evidence, freshness, relevance, and willingness to revise.

## Adult debrief

After the activity, tell children that duplicates, old reports, unknowns, and later human context were deliberately staged. Their first plan was not a trap. The learning is in making the reasoning visible and improving it when new evidence appears.