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Teaching programming in primary school:
curriculum, didactic methods, textbooks, online support
CodeInnova

TITLE: Logic games: find the right way

LEARNING SCENARIO			
School:		*Duration (minutes):*	90
Teacher:		*Students age:*	7

Essential Question:	Logical games: find the right way

Topics:

- Pupils learn step-by-step approach, troubleshooting and the basics of programming.
- Pupils become familiar with algorithms.

Aims:

- Pupils should be instructed to solve tasks independently.
- Pupils recognize a simple task (problem) from everyday life.
- Pupils recognize the problem and think of how to solve a simple logical task.
- With the help of the teacher, pupils study the problem and find a solution.
- Guide pupils in solving tasks respect gradation, imaging, rotation, or imagining strategy.

Outcomes:

- Pupils can solve simple logic tasks.
- Pupils can follow and show the sequence of steps needed to solve a simple task.
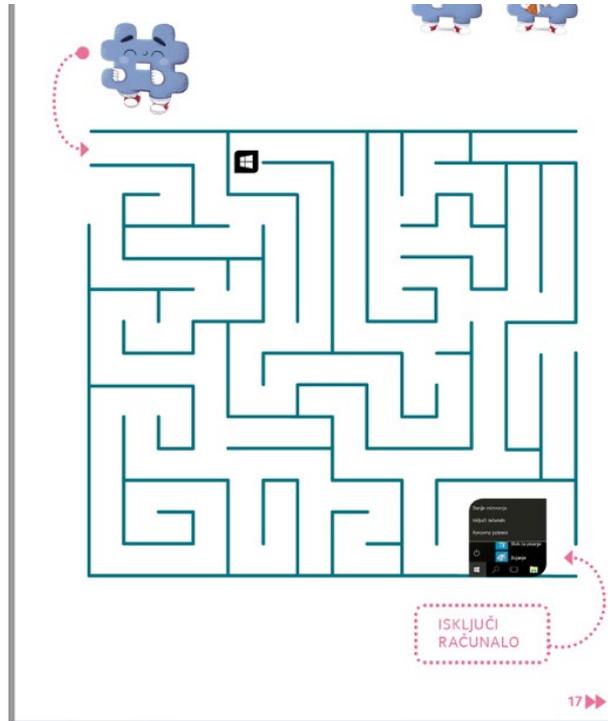
Work forms:

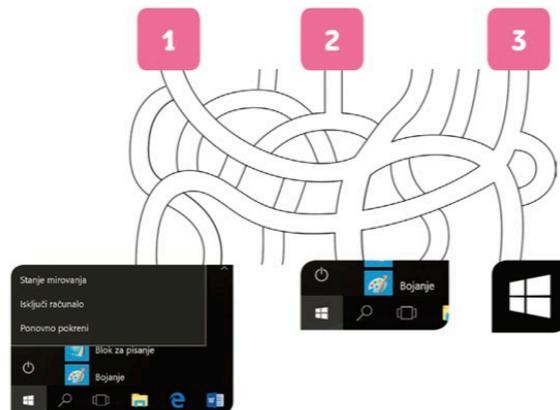- individual work
- work in pairs
- group work

Methods:

- presentation
- discussion
- graphic work

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2	ARTICULATION
	Course of action

INTRODUCTION

What do I need to do to get my computer ready to run?

Where is the power button?

List the exact steps as it seems.

Should I turn on the monitor, keyboard and mouse after turning on the computer? Why

do these devices usually turn on automatically?

Is the computer ready to go immediately?

Why not? What do we have to wait for?

How do we know that the computer is ready to work?

Should we turn off the computer after we are done? How do we turn off the computer?

In how many steps do we turn off the computer?

Will we turn off the computer with the same button we turned it on?

Announcement of the lesson goal:
Today we will practice turning the computer on and off and solving puzzles.

MAIN PART

Have you ever heard of the word maze?

Who can explain to us what that word means?

What does each maze have?

What does it consist of?

How do we solve the maze?

Where have you encountered mazes so far?

The teacher instructs the pupils to solve the maze in the textbook. The task of this maze

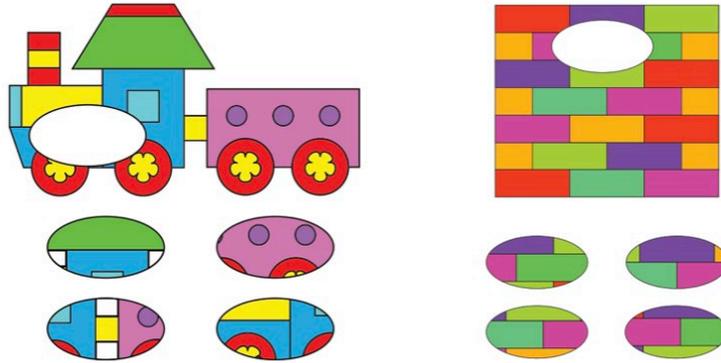is to pick up the start button from the entrance to the exit.

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1.Pick up the start button from the entrance to the exit.

2. Merge images with numbered actions during the computer shutdown process.

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3. Find the missing part. Circle it.

4. Merge the image and the missing part of the image.

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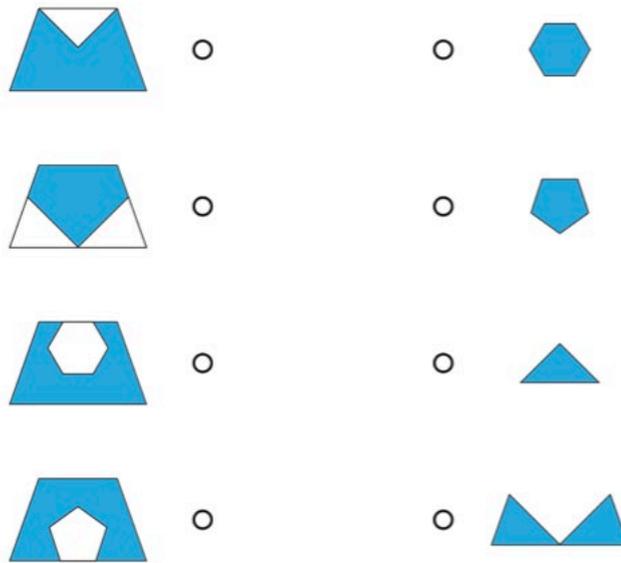
5. Look carefully at the colored squares. Which rule is used for coloring?

Color the squares respecting the given rule.
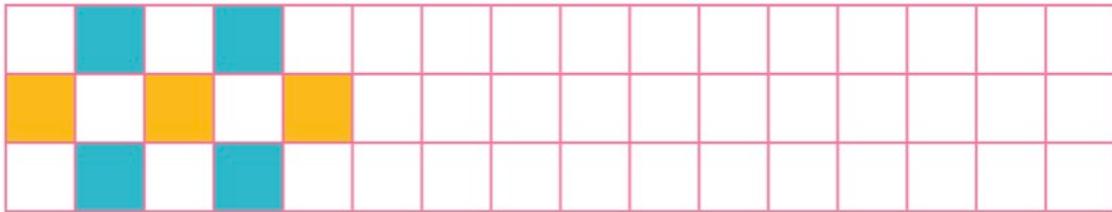
CONCLUSION

The teacher checks the pupils' solutions to the tasks.

Together they repeat the strategy they used in solving today's tasks.

Methods		*Work forms*
presentation	interview	individual work
discussion	demonstration	work in pairs
work on the text	role playing	group work
graphic work		frontal work
interactive exercise /simulation on the computer		

Material:

Literature

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PERSONAL OBSERVATIONS, COMMENTS AND NOTES

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