

TITLE: Logic games II.

LEARNING SCENARIO	
<i>School:</i>	<i>Duration (minutes):</i> 90
<i>Teacher:</i>	<i>Students age:</i> 8

<i>Essential Idea:</i>	In some tasks, you will come across repetitive actions. Consider them while solving to get the correct solution.
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Topics:

- Pupils explore, design and create step-by-step and creative instructions to solve a specific challenge or problem.

Aims:

- Pupils create a series of instructions in which they use repetition.
- Pupils analyze series of instructions that perform a simple task and if necessary, correct the wrong sequence.

Outcomes:

- Pupils can correct the wrong sequence and repetition in the instructions for solving a simple task.
- With the help of the teacher, they can solve simple logical tasks. It shows curiosity and questions all the possible paths when coming to a solution for a simple logical problem. They encourage themselves and others to persevere in finding solutions.

Work forms:

- individual work
- work in pairs

Methods:

- presentation
- discussion
- graphic work

ARTICULATION

Course of action (duration, minutes)

INTRODUCTION

We start a conversation about making pancakes.

Do you like pancakes?

How can we prepare pancakes?

Is there a set of rules, a recipe for making pancakes?

Can we change this set of rules?

Explain your answer.

Announcement of the goal of the lesson:

Today we will solve puzzles and logic games.

MAIN PART

The teacher explains the tasks.

Pupils solve tasks and present their solutions.

Pupils and teachers discuss and evaluate the presented solutions.

1. Ana and the bakery



1. Ana goes to the bakery. She buys a bagel and apple juice.
2. Ana's friend lives in her grandmother's neighbourhood. Ana greets him.
3. She throws her food in the trash cans.
4. Ana sits in the park and eats a bagel. She feeds the birds in the park with crumbs.
5. As she leaves the building, Ana greets the neighbours.
6. Happy and cheerful, she comes to visit her grandmother.

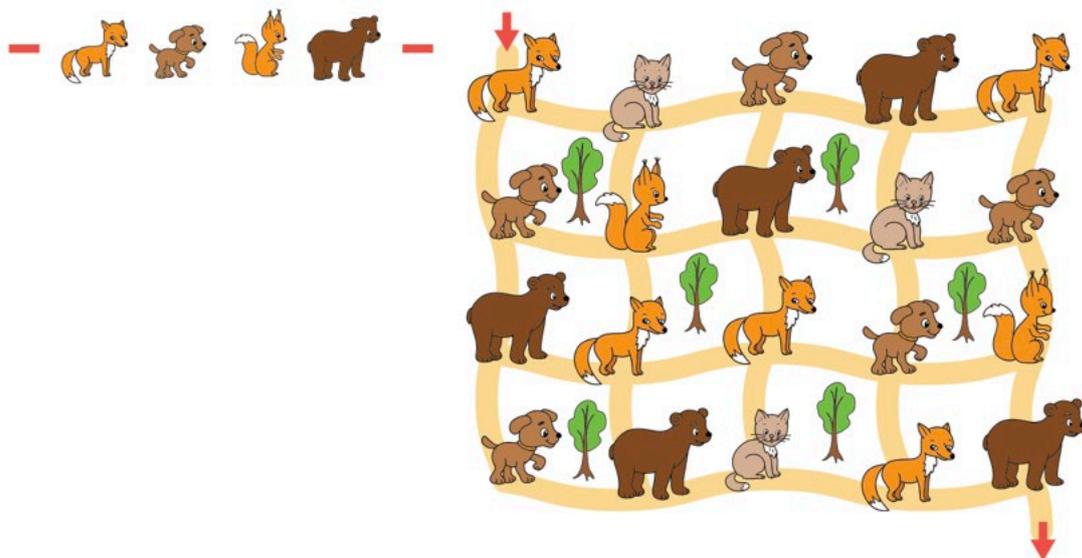
2. The clock on the tower

The clock rings 41 times.

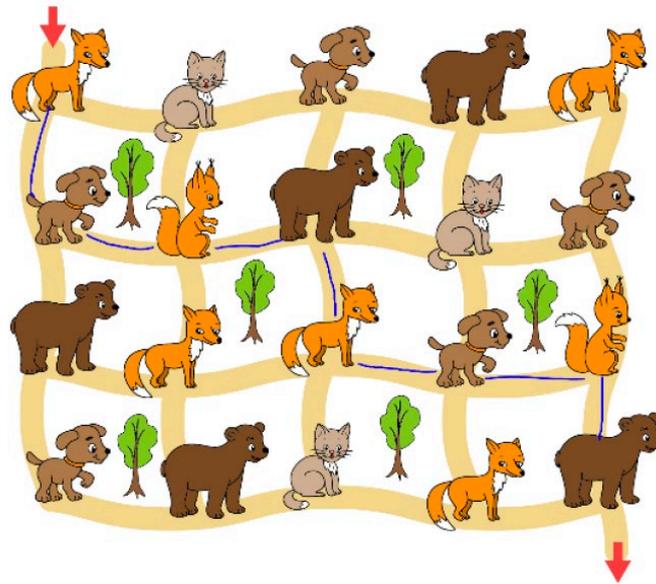
3. Water lilies and frog Zelenka

The frog Zelenka will be on the 2nd water lily after 65 jumps.

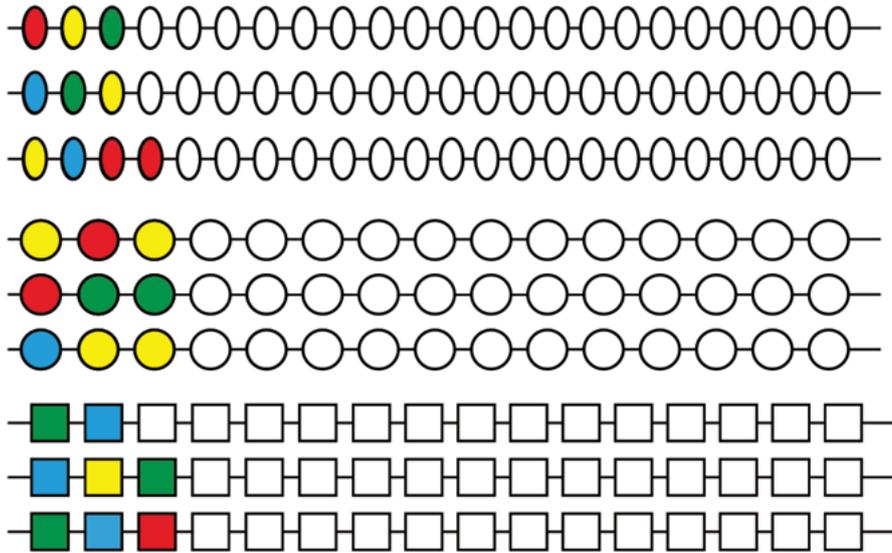
4. Follow the animals in the order shown. Line draw a path of movement.



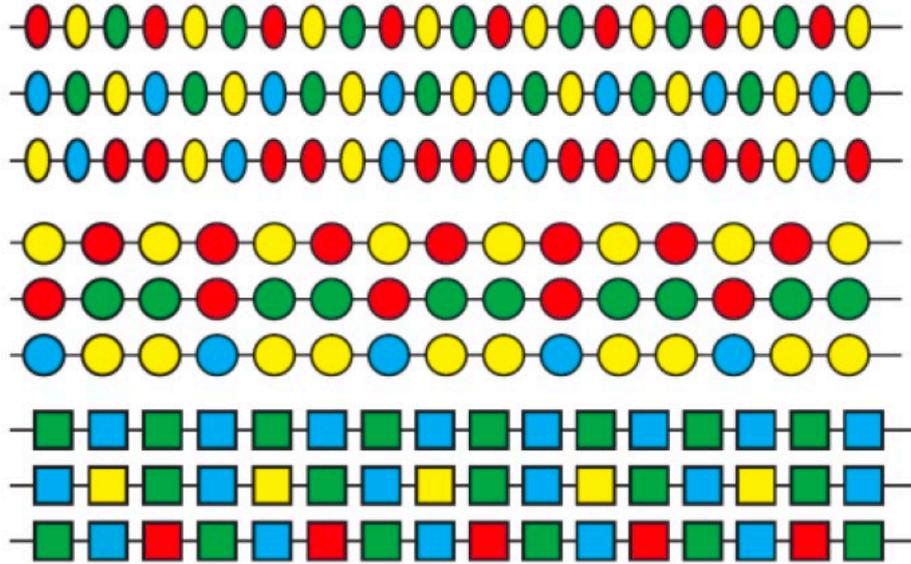
solution:



5. Continue the sequence.



solution:



CONCLUSION

While solving today's puzzles, we used strategies to combine the ways that lead to solutions and encountered tasks in which repetitive actions occur.

The teacher checks the pupils' solutions to the tasks.

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

Methods

presentation
discussion
work on the text
graphic work
interactive exercise /simulation on the computer

interview
demonstration
role playing

Work forms

individual work
work in pairs
group work
frontal work

Material:

- textbook, notebook

Literature

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PERSONAL OBSERVATIONS, COMMENTS AND NOTES