

Program to learn geometry

Before starting the activity itself, I started working in the classroom with the students the concepts indicated. We did a practical exercise in which the students "programmed" the teacher to take a course in the classroom. This route would have to include clockwise and counterclockwise rotations and angle ranges. Example: Walk 10 steps and rotate 90° clockwise and so on.

After this introduction/review, I guided students to accomplish the *Hour Of code task on CodeMonkey*. I registered as a teacher and the students entered the activity through the code I made available. In the field "student name" put the process number (e.g. a12345). After finishing the *Hour of Code levels*, we moved on to paper programming (see annex), exploration of students' answers and clarification of doubts.



The results were surprising by the positive. In addition to the motivation of the students, I realized that when programming on paper the students effectively applied the desired concepts according to the programming

logic. Even some asked if they could write the "repeat" *command* in the programming. Students with greater difficulties actively developed the activity and with good results.

One of the limitations was time. CodeMonkey activity was introduced in the classroom, with the help of Microsoft Teams "Tasks," individually students continued their work at home (90%). As regards the paper activity, it took place during two 50-minute classes. During the activity, the concepts envisaged were worked on.

More: [Programar para aprender geometria – Inov-8 \(i9-8.pt\)](#)