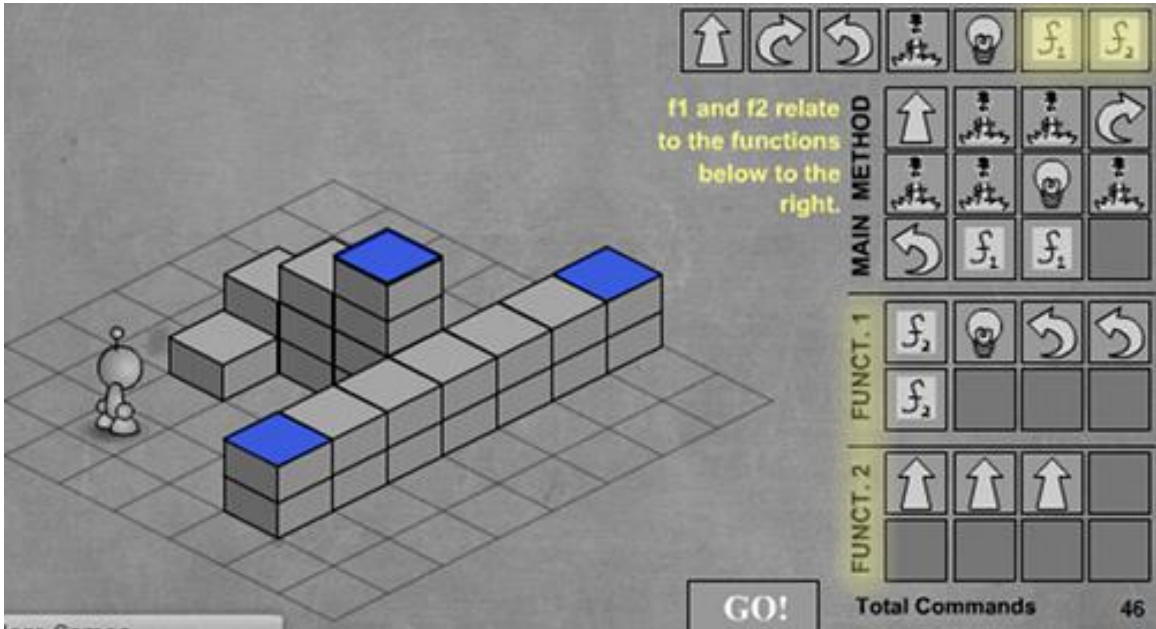


S.T.E.A.M. Children Engineer Academy-Greek lesson plans

LESSON PLAN: 2nd year –11th Lesson/Oct 2018

<p>TITLE</p>	<p>Introduction to programming using the online Lightbot game for the 5th grade pupils of the Primary school.</p> 
<p>THEME</p>	<p>Science/Technology</p>
<p>GRADES</p>	<p>5th Grades</p>
<p>DURATION</p>	<p>90' (2X45 minutes)</p>
<p>REALIA-MATERIAS</p>	<ul style="list-style-type: none"> • Internet • Computers • Interactive Board
<p>OBJECTIVES</p>	<p>Through the lesson, pupils will:</p> <ol style="list-style-type: none"> 1. understand the reasoning of successive commands in programming 2. enhance and comprehend the reasoning of repetition 3. understand the reasoning of command orders 4. understand the concept of Procedures in Computer Programming

DESCRIPTION	<p>Over these two lessons, an introduction to the concept of programming takes place, and then pupils, helped by their teacher, simulate themselves a robot which receives orders for the preparation of a simple recipe.</p> <p>They are then given explanations and instructions on how to play Lightbot. In Lightbot there is also the concept of Procedures and more detailed explanations are given by the teacher as this concept is a bit more complicated for primary school pupils.</p>
EVALUATION	<p>Evaluation indicators:</p> <p>Pupils divided into groups will enter the computers of the computer lab to play the “Minecraft” game, on the www.hourofcode.com, which actually requires these commands to be used. There will be an ICT teacher observing and supporting the whole process. Finally, students will respond on a Kahoot quiz!</p>