



Enjoying coding

Lesson Plan

Title: PI DAY

Class: 1-6 Primary

Description

STEAM activity - Create a landscape of mathematical skyscrapers of the pi day.

Each pupil get a square sheet or draws it.

Pupils choose some colors. For every number of PI, color as much squares as the number in the column. (For example first column is 3 green, second one blue...)

We can use the first 27 numbers.

3.14159265358979323846264338

When you finish ask pupils what it looks like and they will say a city...

Color the background as you want.

Challenge

1. Mix math and art
2. Create a nice picture-using math.

Objectives

Using math and art together.

Translate numbers to pixel art.

Focus and concentration during the entire task.

Promote creativity and the idea that you can create art from numbers....

Activate students' natural curiosity about secret code or what will happen next.

Materials needed

Paper and color pencils

Timeline

One school hour.

Verification

Ask students what they see after painting all the numbers.

Others

First class did not had any problems to understand the activity. Perhaps we could use other materials using paint for the back for example.

