Erasmus+
Programme Your Future

COMPUTATIONAL THINKING -
LESSON SCRIPT

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Lesson information:	Subject:	Estonian language
	Duration:	45 minutes
	Grade:	5
	Age:	11
	Topic:	Initials

The curriculum specifications and requirements:	The Second Stage of Study, Grade VI
	Pupil will be able to:
	● know the definations of name, naming and title;
	● use the capital letter in:
	  ○ person and place name
	  ○ historical events
	  ○ titles and generic names
	  ○ periodicals
	  ○ the titles of the covers
	● follow using the technical tools the safety and intellectual property protection requirements;
	● use consciosly the possibilities of the information society for the learning assignment.

The aims of the lesson:	Pupil:
	● knows the use of the capital letter in:
	  ○ person and place name
	  ○ historical events
	  ○ titles and generic names
	  ○ periodicals
	  ○ the titles of the covers
	● can read the instructions and use them;
	● can compose a task in the programming environment Tynker;
	● follows using the technical tools the safety and intellectual property protection requirements;
	● develops the skills of communication and cooperation.

Previous knowledge:	Pupil:

	- knows the definations of name, naming and title; - knows the use of capital letter in names and namings; - knows the use of quotation marks in titles; - knows the programming environment Tynker; - knows environments called LearningApps and TodaysMeet.
The forms of work:	- An Individual work; - A pairwork; - LearningApps; - Tynker; - Youtube; - TodaysMeet.
The methods of work:	- Individual revision task; - A Pairwork – forming the programming task; - Writing a revision.
Teaching aids:	- Internet-connected computer - Projector - Computers (tablets) for every pair of students
The range of using ICT:	- Prepearing the revision task; - Discussion; - Solving the programming task; - Giving feedback.

The course of lesson: **Teacher activities** **Pupil activities** **The schedule**	1. Introduction (up to 2 min)
	   ○ Greeting and informing the aims and objectives of the lesson
	2. Evocation (5 min)
	   ○ According to the topic warming up task in the computers or tablets. <u>Harjutus</u>.
	   ○ Conclusion discussion of the task: Pointing out the good results and finding the revision topics.
	
	3. Programming an animated learning task (25 min)
	   ○ Forming pairs – <u>http://teamup.aalto.fi/</u>; It has been done before in the last lesson. Students have made their homework and prepeared the basis of the instruction manual. The teacher has been reviewed it and given the feedback. Working with an animated task with Tynker. Teacher guidance if needed or watching the video from Youtube: <u>Tynkeri töötuba</u>
	   ○ Testing of completed learning tasks (8min)
	   Students testing each others works.
	
	4. Reflection (5 min)
	   ○ Students are giving feedbacks about the process of their works and the solving learning tasks according to the instructions in the web environment TodaysMeet: <u>Feedback.</u>

Specific information: **Programs** **Links**	It is recommended to use the Tynker's web version. If they are using tablets, the app will be installed before the lesson.

● **Etc**	● If the students want to use the changed pictures of the inventors (to remove the background) they have to do it earlier before the programming lesson.

Attachments:
  ● **Worksheets**
  ● **Programs**
  ● **files necessary**
  ● **Etc**
	● LearningApps.org
	● TeamUp
	● Tynker
	● TodaysMeet
	● Youtube