Erasmus+

Programme Your Future

COMPUTATIONAL THINKING - LESSON SCRIPT

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Lesson information:	Subject:	GEOGRAPHY AND HISTORY
	Duration:	1 session x 50 minutes
	Grade:	3th grade of secondary school (students born in 2002)
	Age:	14
	Topic:	European countries
The curriculum specifications and requirements:	BLOCK I: PEOPLE AND ENVIRONMENT - Human activities and resources. - Our environment. Geography of Europe	
The aims of the lesson:	Pupils will ... - ... research which are the countries that belong to the EU.	
Previous knowledge:	- European Union components. - Programming with Scratch.	
The forms of work:	- Individual work - Team work	
The methods of work:	- Guided solution of easier problems - Problem splitting in smaller problems - Brainstorms - Graphical analysis	
Teaching aids:	- Computer classroom with access to the Internet (one computer for each student). - Moodle platform, that is a Learning Management System (LMS), used to provide students with links, worksheets, examples, and extra resources. - Teacher computer with projector and interactive board. - Program learning tool, from scratch.com.	
The range of using ICT:	- Web search. - Saving maps from the Internet. - Map edition using computer programs.	

The course of lesson:
- **Teacher activities**
- **Pupil activities**
- **The schedule**

1. <u>Introduction</u> (5 min)
   Greeting the pupils, checking registry, explaining the aim of the activity, asking what they know about the European Union, and about the countries that belong to it

2. <u>Are you able to locate each country?</u> (5 min)
   - The teacher, with the help of a map on the whiteboard, asks pupils if they can say the names, pointing the countries in the map.
   - The teacher also says the name of the countries, and students must point them in the map.

3. <u>Programing</u> (35 min)
   The students will create interactive programs showing the map of the UE with the countries in different colours, without names in it. The program will work as a game:
   - The program will show the name of the countries randomly, and the player must click on the right country.

   One example that can be taken as a model is available on this link:
   https://scratch.mit.edu/projects/151381403/

4. <u>Evaluation</u> (5 min).
   - Each team will play with the programs created by other teams.
   - The teacher will revise all of them, to check if their contents are right and if they work properly.

Specific information:
- **Programs**
- **Links**

Scratch programming environment, from M.I.T.:
   https://scratch.mit.edu

Offline scratch editor can be downloaded at:
   https://scratch.mit.edu/scratch2download/

Attachments:
- **Worksheets**
- **Programs**
- **files necessary**
- **Etc**