



Erasmus+
Programme Your Future



COMPUTATIONAL THINKING - LESSON SCRIPT

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| Lesson information: | Subject: History |
| | Duration: 45 minutes |
| | Grade: 5 |
| | Age: 11 |
| | Topic: Technical progress. Steam age. |
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| The curriculum specifications and requirements: | The Second Stage of Study, Grade V Pupil will be able to: <ul style="list-style-type: none">● know the prominent personalities of history and their inventions |
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| The aims of the lesson: | Pupil: <ul style="list-style-type: none">● knows James Watt, George Stephenson and Robert Fulton● knows the changes after the steam age● knows the most famous inventors from the steam age |
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| Previous knowledge: | Pupil: <ul style="list-style-type: none">● knows power sources were used before the steam age● knows the changes after the steam age● knows the most famous inventors from the steam age |
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| The forms of work: | <ul style="list-style-type: none">● Pair work● Individual work● Work with the workbook |
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| The methods of work: | <ul style="list-style-type: none">● Brainstorming● Mind map● Discussion |
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| Teaching aids: | <ul style="list-style-type: none">● Internet-connected computer● Projector● Computers (tablets) for a pair of students |
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| The range of using ICT: | <ul style="list-style-type: none">● The presentation and communication of information● Working with the web environment finding information● Solving the programming tasks |

The course of lesson:

- **Teacher activities**
- **Pupil activities**
- **The schedule**

1. Evocation (up to 2 min)
 - Greeting and informing the aims and objectives of the lesson
2. Learning (4 min)
 - Brainstorming, which results are in a mind map on the board „Key persons in the steam age”
3. Programming (32 min)
 - Forming pairs which were made up already the lesson before. All the pairs had a homework to look for the information about one inventor and his invention of the steam age. The teacher has made her review.
 - The students work with the program *Tynker* – <https://www.tynker.com> using their own materials and student books
 - The pairs are forming a clip about their inventor and invention
 - The teacher will instruct and assist as necessary.
4. Reflection (7 min)
 - Presentations of the students works
 - The students are analyzing the presentations of the other pairs. Which one was the best and bring up the new knowledge about the inventions and inventors they have got.

Specific information:

- **Programs**
 - **Links**
 - **Etc**
- It is advisable to use the web version of *Tynker*.
 - 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**
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