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Erasmus+  
Programme Your Future



## COMPUTATIONAL THINKING - LESSON SCRIPT

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<b>Lesson information:</b>	Subject:	Mathematics
	Duration:	45 min
	Grade/level:	7 <sup>th</sup> /3 <sup>rd</sup>
	Age:	13
	Topic:	Power with exponent of integer
<b>The curriculum specifications and requirements:</b>	<p>The core curriculum requirement of teaching Mathematics for the 3<sup>rd</sup> educational stage. 7<sup>th</sup> grade</p> <p>Pupil:</p> <ul style="list-style-type: none"> <li>⤴ explain the meaning of the square of a number;</li> <li>⤴ find the square mentally for <math>2^4, 2^5, 2^6, 3^4, 10^4, 10^5, 10^6</math>;</li> <li>⤴ rise to a power of rational numbers with exponent of natural number mentally, in writing and by using the calculator.</li> </ul>	
<b>The aims of the lesson:</b>	<p>Pupil:</p> <ul style="list-style-type: none"> <li>● can rise to power;</li> <li>● find the square mentally for integers between -20 up to 20;</li> <li>● find the cube mentally for integers between -10 up to 10;</li> <li>● code a program(test) at least with 10 tasks for finding the square and cube of integers.</li> </ul>	
<b>Previous knowledge:</b>	<p>The core curriculum of teaching Mathematics for the 2<sup>nd</sup> educational stage.</p> <p>Pupil:</p> <ul style="list-style-type: none"> <li>● can explain the meaning of the square of a natural number and can calculate it;</li> <li>● can calculate mentally the square of 0 - 10;</li> <li>● can explain the meaning of the cube of a</li> </ul>	

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- natural number and can calculate it;
- can write an algorithm for the finding the square and the cube of integers;
- can use Scratch for simply coding.

- The forms of work:**
- working in pairs
  - individual work

- The methods of work:**
- brainstorm
  - exercise method - preparation of tasks
  - classroom discussion

- Teaching aids:**
- computer with access to the Internet, projector for teacher
  - computers with access to the Internet for pupils
  - Scratch

- The range of using ICT:**
- formation of pairs (TeamUp)
  - preparation of tasks, coding
  - presentation of programs

**The course of lesson:**

- Teacher activities
- Pupil activities
- The schedule

1. Introduction - organisational activities.  
Greeting the pupils, checking the register, giving the topic of the lesson and introducing the aims of the lesson.  
**Up to 3 min**

2. Recalling information about power with exponent using the brainstorm.  
Pupils discuss about rule for finding exponent  
 $a \times \dots \times a = a^n$ .  
Pupils find mentally the square and cube of numbers 0 - 5.  
**Up to 5 min**

3. Coding. Preparation of tests.  
Making pairs using the TeamUp. Pupils make a program at least with 10 tasks using the coding tool Scratch. Pupils can use video guides on the Internet. Teacher guides if some of pairs need a help. There are extra tasks for faster pairs (test with random numbers, giving feedback: how many points, what mark).  
**Up to 30 min**

4. Evaluation.  
Pupils solve the tests prepared by classmates, give the feedback, fix the mistakes if necessary.  
**7 min**

**Specific information:**

- Programs
- Links

- Pupils must have an account on the Scratches' web platform or the coding tool Scratch must be installed in PC-s.

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- Etc
- The coded program must give a feedback for each task: correct or wrong answer.
- TeamUp is available at the webpage <http://teamup.aalto.fi/>.
- Manual for the TeamUp <http://teamup.aalto.fi/TeamUp-Manual.pdf>

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**Attachments:**

- Worksheets
  - Programs
  - files necessary
  - Etc
  - Video guide for creating the test(in Estonian):  
[https://www.youtube.com/watch?v=ePtblQeKz\\_Y](https://www.youtube.com/watch?v=ePtblQeKz_Y)
  - Video guide for calculating with random numbers (in Estonian):  
<https://www.youtube.com/watch?v=XeDLxyMt1Ck>
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