



Erasmus+  
Programme Your Future



## COMPUTATIONAL THINKING - LESSON SCRIPT

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<b>Lesson information:</b>	Subject:	Mathematics
	Duration:	45 min
	Grade:	4th and 5th
	Age:	10-11
	Topic:	Geometry, identifying and drawing angles

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<b>The curriculum specifications and requirements:</b>	Finnish curriculum 2014, Grades from 3rd to 6th: S4 Geometry and measuring: “Getting familiar with points, segments, straights and angles. Practicing to draw, measure and classify angles.” “Classifying forms to polygons and to other forms, as well as exploring their properties. Taking a closer look to triangles, rectangles and a circle.”
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<b>The aims of the lesson:</b>	<ul style="list-style-type: none"><li>● Pupils recognize different types of angles</li><li>● Pupils measure an angle with protractor</li><li>● Pupils draw certain angle with protractor</li><li>● Pupils draw certain angle with computer (Scratch)</li></ul>
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<b>Previous knowledge:</b>	<ul style="list-style-type: none"><li>● Pupils know the concept of line, point and angle</li></ul>
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<b>The forms of work:</b>	<ul style="list-style-type: none"><li>● Working in pairs</li><li>● Individual working</li></ul>
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<b>The methods of work:</b>	<ul style="list-style-type: none"><li>● Study discussion</li><li>● Learning video</li><li>● Exercises with paper, pencil and protractor</li><li>● Drawing with Scratch (computer)</li></ul>
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<b>Teaching aids:</b>	<ul style="list-style-type: none"><li>● The document camera and projector for presentation of the subject</li><li>● Computers for pupils to use of Scratch</li><li>● Lego Mindstorm robot for educated pupils to draw forms</li></ul>
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<b>The range of using ICT:</b>	<ul style="list-style-type: none"><li>● Presenting</li><li>● Practising</li><li>● Drawing</li><li>● Solving problems</li></ul>
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<b>The course of lesson:</b>	1. Introduction
<ul style="list-style-type: none"><li>● Teacher activities</li></ul>	<ul style="list-style-type: none"><li>○ Checking previously learned knowledge, study conversation with pictures, document camera and projector</li></ul>

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- Pupil activities
  - The schedule

**7 min**

2. Different types of angles and marking angles
  - Discussing and combining different types of angles to the right names in pairs, pictures and names on the screen
  - Checking the right answers

**8min**
3. How to measure angles
  - Video about measuring, computer and projector, <https://www.youtube.com/watch?v=zSFyI5e2F0A> or <https://www.youtube.com/watch?v=b1mELaFxcKo>

**5min**
4. How to draw angles
  - Video about drawing, computer and projector, <https://www.youtube.com/watch?v=aplg1CO97Y0>

**5min**
5. Practising to measure and to draw
  - Worksheet: Practising to measure and draw angles (attachment), pencil and protractor
  - Meanwhile the teacher puts Scratch instructions to the screen and shares the Scratch guide

**10min**
6. Drawing angles with Scratch  
(Windows laptops taken ready before the lesson starts)
  - Working individually or in pairs
  - Advanced student peer support

**10min**

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### Specific information:

- Programs
- Links
- Etc

- Youtube: <https://www.youtube.com/watch?v=zSFyI5e2F0A>  
<https://www.youtube.com/watch?v=b1mELaFxcKo>  
<https://www.youtube.com/watch?v=aplg1CO97Y0>
- Scratch: <https://scratch.mit.edu/>

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### Attachments:

- Worksheets
- Programs
- files necessary
- Etc

- Worksheet: Practising to measure and draw angles
  - Scratch instructions about drawing from the book: Hei, Me koodataan!, Readme.fi 2015.
  - Common knowledge about coding basis from the book Reseptit OPSin käyttöön, PS-kustannus 2016
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