



BotSTEM – Erasms+ KA2 Project

2017-1-ES01-KA201-038204

Good practice template

| | |
|--|--|
| 1. Title of the activity / practice | Transforming family props into a Scratch game |
| 2. Origin of the activity | Tito Lívio Filipe works in secondary education since 1991 as teacher of Informatics and Programming. Currently works as ICT Coordinator at the Gil Paes Schools Group in Torres Novas, district of Santarém, Portugal. Graduated in Management Computer Science, ISLA Lisboa, and teacher of Programming Language Chairs 1 (Pascal) for seven consecutive years in the same university. He also acted as Coordinator of the Technological Plan for the Education of the Group to date, having been responsible for integration projects and digital projects, implementation of the network and management of the entire computer system of the Schools Group. He is also a teacher of Programming and Robotics for first and second cycle students. |
| 3. Age of the students | From 6 years old on |
| 4. Target group (type of the learners, size of the group) | General curriculum Small group of 2-3 |
| 5. School subjects + topics concerned | Interdisciplinary and cross-curricular, involving technology, drawing, Portuguese Language |
| 6. Educational goals of the practice | Knowledge of preparation and application of instructions for the use of digital tools Improve the creativity Give clear and precise instructions Collaborate and <i>respect for the rules</i> |
| 7. Duration | 90 min |
| 8. Place | Classroom / ICT room |



BotSTEM – Erasmus+ KA2 Project

2017-1-ES01-KA201-038204

9. Short description of the activity

The class is divided in small groups

1. Each group of two students takes a homework assignment, which consists in asking the parents or grandparents to tell them a popular proverb, each member of the group should bring the proverb written on a sheet of paper where you should also put an illustrative drawing. All proverbs collected should be written in an individual word document, which should leave in the working environment of the computer with the identification name of the proverb trace the first last name of the student (20 mins).

2. The teacher should take a picture of each sheet that the students took home with the drawing, then put the photos in Google Photos. The students should then put in a Padlet all the sayings "Text written on the computer" and the teacher should share the photo with the text and drawing.

Then the students go online to create the story in Scratch. Alternatively if time is running out we can always give a list of proverbs for them to choose one. Recording in audacity the students' proverbs converting them to mp3 and then putting them in Scratch can also be a different way of using one more resource. (40 mins)

3. Motivation for the teacher

The teacher will have the possibility to see his students develop their stories independently and animate them in Scratch.

As soon as they are finished, they will put the Scratch share link created in the padlet. (50 mins)

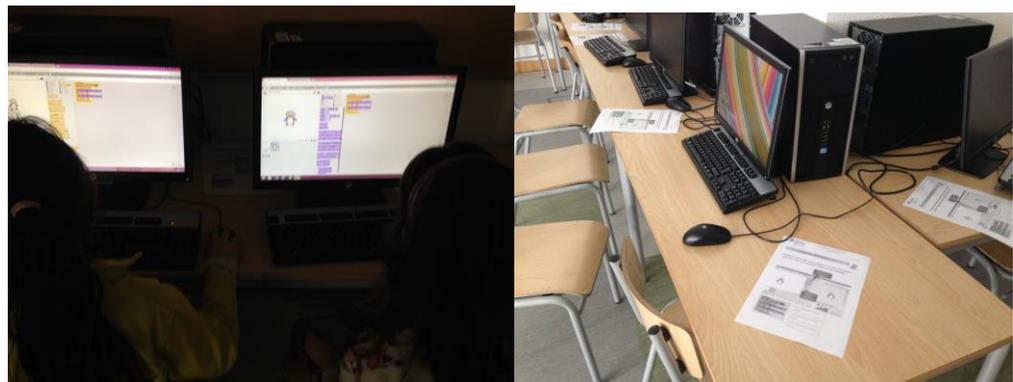
4. Motivation for students

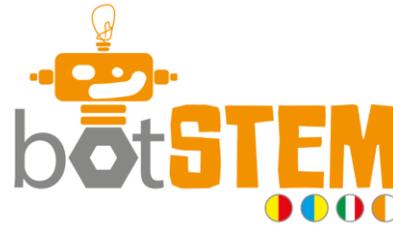
The students will see their work voted on in an application to choose and they will see the evolution of the voting of their works (15 mins)

5. Preparation of activity

To prepare this activity the teacher must organize a script or worksheet with the indication of the basis of work for the character who will give voice to the proverb that the student recorded (40 mins)

6. The teacher should give the indication that the continuation of this activity could be that they create their own history giving their voice to the characters they create thus exposing their creativity and computational thinking.





BotSTEM – Erasms+ KA2 Project

2017-1-ES01-KA201-038204

| | |
|--|--|
| 10. Evaluation | Questions, Rubric for group work, peer evaluation, teacher's observation. |
| 11. Materials/ Resources/ Technical requirements | Scratch - https://scratch.mit.edu Padlet - https://padlet.com Pens, felt-tips, pencils, sheets of paper |
| 12. Tips for educators/ theoretical background (if applicable) or curriculum context. | Sway with explanation of the activity https://sway.com/HeeFWD9yztIU8w4q |