Computational thinking and coding - literacy of the future
2019-1-HR01-KA229-060806
Project co-funded by European Union under Erasmus+ Programme

TITLE: Addition game

LEARNING SCENARIO		
School:	*Duration (minutes):*	90
Teacher:	*Students age:*	12

Essential Idea:	How to create addition game?

Topics:

- Pupils plan, anticipate, monitor, create and adjust programs.

Aims:

- Pupils design and create a working game or program for a specific purpose.

Outcomes:

- Pupils plan, anticipate, monitor, create and adjust programs.

Work forms:

- individual work
- work in pairs
- group work

Methods:

- presentation
- discussion
- interactive exercise

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ARTICULATION

### Course of action (duration, minutes)

INTRODUCTION

The teacher explains and starts a discussion with the pupils:

A smart squirrel wants to know how many tasks you can solve correctly in 45 seconds. The squirrel asks you to add up two randomly selected numbers from 1 to 99. Each time you answer correctly, you hear the 'Big Boing' sound and get one point. If your answer is incorrect, you hear the 'A Trumpet' sound and lose one point. Do not disappoint the squirrel!

For each correct answer, you get one point, and for an incorrect answer, you lose a point. You have 45 seconds to solve the task.

MAIN PART

Addition game, instructions:
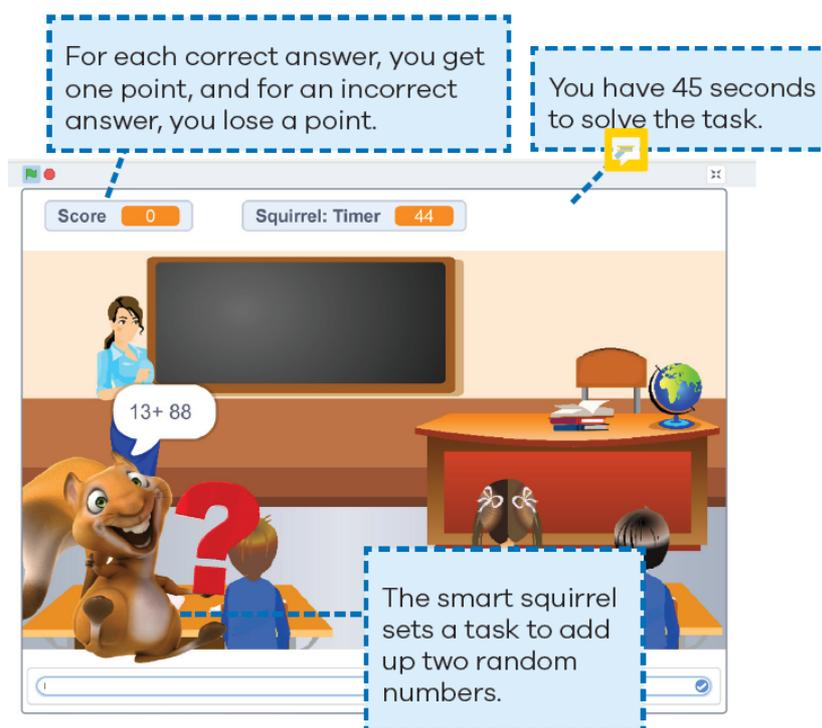
1. When you click the green flag, the stopwatch is set to 45 seconds and points are set to 0. The squirrel says: 'Show me how fast you can add up the numbers for three seconds and then 'Three, two, one!' lasting a second.

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2. The task is repeated until the stopwatch reaches 0 seconds.

3. Each time it selects new random values from 1 to 99 for the first and second summand. The sum of these two numbers is stored to compare it to your answer.

4. If your answer is incorrect, the same task will be given until you answer correctly.

5. If your answer is correct, you get one point and you hear the Big Boing sound; otherwise, you hear the A Trumpet sound and you lose a point.

In this game you need the following blocks:
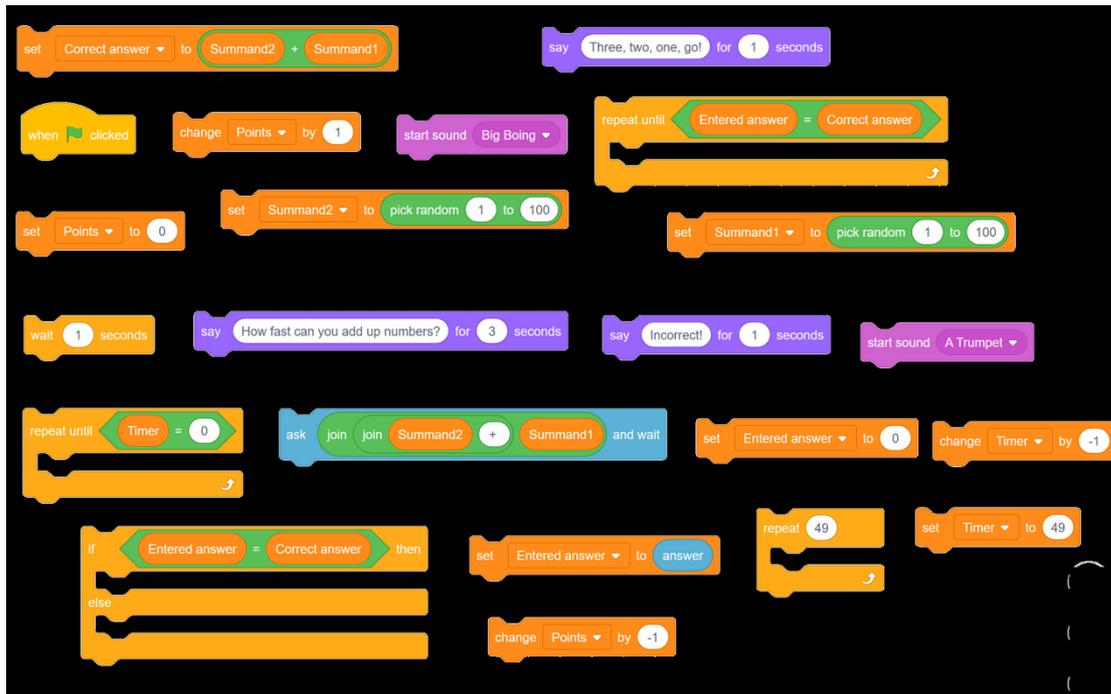
EXERCISE 1
Change the game by checking the multiplication table!

CONCLUSION

Pupils and teacher discuss and evaluate the presented solutions.

Methods		Work forms
presentation	*interview*	*individual work*
discussion	*demonstration*	*work in pairs*

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work on the text	*role playing*	*group work*
graphic work		*frontal work*
interactive exercise /simulation on the computer		

Material:

- computer, https://scratch.mit.edu

Literature

- https://scratch.mit.edu/ideas
- https://scratch.mit.edu/explore/projects/all

PERSONAL OBSERVATIONS, COMMENTS AND NOTES