

GLAT - Syllabus and Materials

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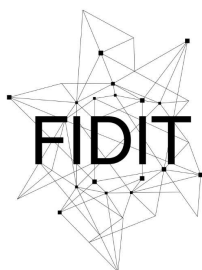
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Games for Learning Algorithmic Thinking

Workshop Syllabus and Materials

Co-funded by the
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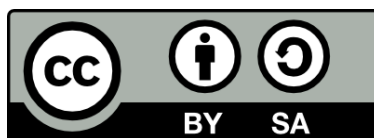
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Preface

This publication is part of the educational material created in the context of the Erasmus+ project GLAT - "Games for Learning Algorithmic Thinking".

The general goal of the project is encouraging the integration of computational and algorithmic thinking, problem-solving skills, logic and creativity into the daily teaching through different subjects in students' younger ages in a fun and attractive way using Game Based Learning (GBL). One of the main activities of the project was the organization of education for primary junior grade teachers in the form of a blended learning e-course.

This publication is a syllabus of education designed during the project GLAT. The emphasis is placed on the f2f (classroom-based) workshops, which are combined with online learning during which the teachers are mentored by the experts who conduct the education.

The first part of the *Workshop Syllabus* provides general information on GLAT education, which includes the main goals of the education, expected learning outcomes, the target audience, and the required background knowledge. It is also stated that three two-day workshops with a total duration of 48 school hours (45 minutes each) and the use of the Moodle Learning Management System for the online part of the course are predicted during the training.

The second part of the publication lists the schedules for all three workshops: *Workshop 1: Game-Based Learning (GBL) and Unplugged Activities*, *Workshop 2: Problem Learning (PBL), Online Quizzes and Logic Tasks*, and *Workshop 3: Games and Tools for Programming*. The schedules provide for each of the sessions of the workshops: learning outcomes, topics (with handouts of presentations for lectures), evaluation methods, and tasks for the independent work of the learners after the workshops (during the online part of the education).

Finally, in the third part of the publication, templates created for the purposes of GLAT education were added as annexes.

The syllabus presents an introduction to other content created during the project GLAT: presentations for the sessions of the workshops, the GLAT Teacher's Guide, learning scenarios prepared by teachers that serve as examples of good practice, and the GLAT Moodle e-course available after logging into the MoD learning system. The course backup can also be restored to own empty Moodle course.

It should be emphasized that GLAT education is not intended for independent learning, but it requires mentoring for the participants. Therefore, these materials will be useful to educational institutions and individual educators who wish to launch their own courses or subjects based on the syllabus and learning materials produced within the project.

Considering that the results of the project GLAT are available not only in Croatian but also in English, and under a license that allows them to be freely shared, modified and transform, we believe that they will be a useful starting point that experienced educators will be able to use and appropriately adapt to future students in their own countries.

In addition to the entire project team actively involved in the preparation of GLAT publications and all other results, the completion of the syllabus was also contributed by primary junior grade teachers from Croatia – participants of GLAT education. We thank them for their irreplaceable help in the form of active participation, hard work and suggestions.

Editors



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Algorithmic Thinking



Part I: Information About GLAT E-Course





1. Overall goals for GLAT e-course

- Participants will learn about innovative teaching methodologies in the ICT area such as Game Based Learning (GBL), Problem Based Learning (PBL), Inquiry Based Learning (IBL), teamwork.
- Participants will learn how to use digital didactic games (serious games) in different school subjects for encouraging algorithmic thinking, problem-solving skills, logic and creativity with their students.
- Participants will design and implement a learning scenario, a document in which the teacher develops innovative ideas to carry out educational activities by means of modern teaching methods with the use of appropriate digital content and tools, in order to carry out educational activities for encouraging algorithmic thinking.

2. Target group of participants

- Focus group of about 15-20 primary grade school teachers

3. Required background knowledge

- Basics ICT skills
- No prior knowledge of programming is required

4. Duration of the course

- up to 8 months:

Workshop 1 - 16 hours and up to 2 months for preparing the 1st assignment.

Workshop 2 - 16 hours and up to 2 months for preparing the 2nd assignment.

Workshop 3 - 16 hours and up to 4 months for preparing the 3rd, final assignment.

5. Main learning outcomes

Participants will be able to:

- Describe the principles of Game Based Learning (GBL)
- Apply digital educational games into different school subjects
- Use Web 2.0 tools for creating content for unplugged activities, e.g. posters, leaflets...
- Create learning scenarios in order to develop innovative ideas for carrying out game based unplugged activities
- Describe principles of Problem Based Learning (PBL)
- Use digital tools within the process of problem solving
- Recognize the methodology of role-playing in educational games
- Choose and create logical tasks and quizzes suitable for algorithmic thinking development in different school subjects
- Use Web 2.0 tools for creating logical tasks and online quizzes
- Create learning scenarios in order to develop innovative ideas for carrying out logical tasks and online quizzes
- Describe principles of Inquiry Based Learning (IBL)
- Understand basic concepts of programming
- Use simple game based tools for learning programming
- Create learning scenarios in order to develop innovative ideas for applying programming concepts and developing algorithmic and computational thinking through game based tools





6. Learning strategy

- The blended model of e-learning that combines face-to-face (f2f) and online teaching methods (asynchronous content delivery methods, guided design, forums and discussion boards)
- All f2f teaching methods at the workshops encourage individual activities, group activities, and whole-group discussions (in addition to teacher presentations and demonstrations).

7. Learning environment

- For the purpose of the course, an e-course is established in LMS Moodle.
- All learning materials from the workshops' f2f parts will be available on the learning platform as well as other necessary information and materials needed for the realization of the course.

8. Evaluation

- Completed versions of all the learning scenarios will be reviewed and implemented in the classrooms by the participants.
- Participants' satisfaction with the education will be measured by the questionnaire or interviews.





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Part II: Learning Outcomes and Topics for F2F Workshops





Workshop 1: Game Based Learning (GBL) and Unplugged Activities





Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Workshop schedule

Day 1

Introduction to Workshop 1

Duration: 1 hour (45 minutes)

Introductory presentation: Introducing and explaining the main goals of the workshop, defining algorithmic thinking.

Introduction round: The participants introduce themselves

Introduction and enrolling to the e-course in Moodle LMS

Session 1: Game Based Learning (GBL)

Duration: 3 hours (135 minutes)

Lecture: Games in education

Group work: Exploring educational games and preparing a „Learning package“

Lecture: Integration of games into the lecturing process

Demonstration: Examples of simple games in different school subjects

Group work: Exploring existing educational games

Session 2: GBL with unplugged activities

Duration: 1 hour (45 minutes)

Lecture: What are unplugged activities and how to use them in the classroom?

Demonstration: Examples of unplugged activities for different school subjects, providing propaedeutic for algorithms and programming (e.g Plant a seed, Find the hidden words, Guess the number, Walking in the maze, etc.)

Group work: Discussing new examples of unplugged activities

Session 3: Using Web 2.0 tools for creating content for unplugged activities

Duration: 3 hours (135 minutes)

Presentation: Advantages of using Web 2.0 tools for unplugged activities

Group work: Exploring examples and resources

Demonstration: Creating content for unplugged activities using Web 2.0 tools (Canva, Sketchpad)

Individual work: Creating content for unplugged activities using Web 2.0 tools

Group work: Creating examples of unplugged activities for different school subjects





Day 2

Session 4: Designing learning scenarios

Duration: 2 hours (90 minutes)

Lecture: Definition of learning scenarios, how to design learning scenarios

Demonstration: Examples of scenarios in written forms (with games and unplugged activities)

Group work: Preparing learning scenarios using prepared template

Session 5: Designing learning scenarios using a graphical tool

Duration: 2 hours (90 minutes)

Presentation: Visualising learning scenarios with LePlanner

Demonstration: Examples of GBL scenarios in graphical forms

Individual work: Exploring LePlanner tool

Group work: Designing an unplugged game based learning scenario

Session 6: Designing learning scenarios for unplugged activities

Duration: 3 hours (135 minutes)

Individual work: Developing learning scenarios for carrying out an unplugged activity in written form and in graphical form using LePlanner (developing the first version of the 1st learning scenario)

Group work: Review and discussion about the developed scenarios

Conclusion of Workshop 1

Duration: 1 hour (45 minutes)


Whole-group activity: Debriefing

Closing talk: Introducing and explaining the follow-up activities (developing the 1st learning scenario for an unplugged activity)





Presentation: Introduction to Workshop 1



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Workshop 1: Game Based Learning (GBL) and unplugged activities

Introduction to the Workshop 1

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Agenda

- Main goals of the workshops
- Terms: Algorithmic Thinking and Computational Thinking
- Introduction round: The participants introduce themselves
- Introduction and enrolling to the e-course "Games for Learning Algorithmic Thinking" in MoD LMS


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Purpose of workshops

- Encouraging the integration of coding and algorithmic thinking into daily teaching through different subjects in students' younger ages in a fun and attractive way
- Special focus: using educational strategies of Game-Based Learning (GBL) and gamification in order to foster creativity, logical thinking, and problem-solving skills
- General goal: improving students' attitudes towards coding and the development of algorithmic thinking of younger students, reducing the "fear" towards coding and increasing students' interest in the selection of future career in the ICT and STEM areas (in the long term)


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Computational and algorithmic thinking

- Computational thinking: A fundamental approach for developing programming and problem-solving skills.
- Algorithmic thinking: one of the concepts of computational thinking important for formulating problems
 - represents a way of reaching a solution using a specific order of steps
 - the problem is previously analysed whereby the logical thinking, evaluation, decomposition, abstraction, generalisation and other computational thinking skills are used


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Algorithmic thinking

- Promotes precision and systematics
- Appropriate not only for problems that are solved by computer but also for application in other areas and everyday life
- Creating algorithms and digital works
 - creativity, innovation, entrepreneurship as important generic competences are developed and encouraged among students
 - students acquire valuable knowledge that can be incorporated into future professional life
- Unplugged activities → simulate algorithmic thinking through games and puzzles without the use of computer
- Digital games


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Workshops syllabus

- Three workshops:
 - Workshop 1: GBL and unplugged activities
 - Workshop 2: Problem Based Learning (PBL), online quizzes and logical tasks
 - Workshop 3: Games and tools for learning programming

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Workshop 1: GBL and unplugged activities

- Learning outcomes:
 - describe principles of Game-Based Learning
 - use Web 2.0 tools for creating content for unplugged activities
 - create learning scenarios in order to develop innovative ideas for carrying out unplugged activities in different school subjects

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Introduction round


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Introduction round

- Shortly introduce yourself to others.
- What was your motivation for joining the GLAT education?
- What do you expect from the workshops?



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Enrolling to the e-course

Individual activity

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LMS Moodle e-course

- <https://mod.srce.hr/course/view.php?id=284>




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Questions



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Let's start...



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 1: Game based learning

Expected Learning Outcomes

- Recognize psychological and cognitive aspects of Game Based Learning
- Identify the importance of using educational computer games in courses
- Find, evaluate and select suitable serious games and integrate them into the learning process

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration
- Peer evaluation

Sources of Training Materials

- Portal izobraževalnih iger, <http://hrast.pef.uni-lj.si/igre> (Accessed: 14.6.2019.)
- SEGAN portal, <http://seriousgamesnet.eu> (Accessed: 14.6.2019.)

Duration: 3 hours (135 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. GAMES AND LEARNING	<i>Participants will understand the psychological and cognitive aspects of game based learning.</i>	Learners explore and analyse examples of games in order to point out typical characteristics of games (individual activity).
1.1. Introduction to games	Identify the concepts of games	Learners analyse examples of games considering corresponding learning theories in order to check the possibility of integration of the game into the learning process (group activity).
1.2. Games in human development	Understand the role of games in cognitive development	
1.3. Games and learning theories	Explore the features on serious games from learning theories point of view	
2. INTEGRATION OF GAMES INTO LEARNING PROCESS	<i>Participants will be able to find, evaluate and select suitable serious games and integrate them into learning process.</i>	Learners choose a didactic game, suitable for achieving predefined learning goals, and create a „learning package” which will be reviewed by the teacher and the colleagues (group activity).
2.1. Identification and evaluation of suitable serious games	Explore games available on recommended portals or on the web	
2.2. Integration of games into the learning process	Create a game based „learning package”	





Presentation: Games in education




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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 1: Game Based Learning (GBL)
Games in education


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Agenda

- Games in child development
- Educational games
- Educational games in the learning process

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Introduction

- Characteristics of efficient approaches to learning:
 - student-centered
 - active
 - problem-based
 - directed to higher-order educational goals
 - motivational
 - supported by ICT



Educational games can integrate most of these characteristics!

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Influence of games on child development

- Importance of child's play on the development of emotional, social, physical and cognitive growth
- Play is one of the most important activities for the development of important skills for life, regardless of age or level of development:
 - quick adoption to new circumstances
 - handling change with ease
- During play, the child discovers basic concepts from the real world and the first fundamental relationships between them are created




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Games in human development


Vygotsky (1896 - 1934): "Play contains in a concentrated form all developmental tendencies - the most significant psychological achievements of the early childhood occur while children engage in play."

Jean Piaget (1896 - 1980):

- "Play is the incorporation of new intellectual material into the already existing cognitive structures, without a corresponding alteration of the structures themselves."
- "Play is the consolidation of newly learned behaviour. Repetition of learned concepts makes them an established part of the mental repertoire."

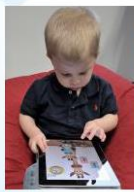
Jerome Bruner (1915 - 2016): "Play provides a **comfortable and relaxed atmosphere** in which children can learn to **solve a variety of problems**, making them able to efficiently **cope with complex problems** of the real world."

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Specific characteristics of Digital Generation learners (Prensky, 2001)

- Technology usage fluency
- Multi-tasking
- Individualization and personalization
- Increased connectedness
- Immediacy
- Multiple media types
- Engagement and working attitude
- Sociality and team spirit





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Additional characteristics of "gamers"

- Ability to follow instructions
- Possession of problem-solving strategies
- Quick thinking
- Random access to resources
- Increased hand-eye coordination and fine motor skills
- Spatial reasoning
- Stimulating learning experience





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Games and learning theories 1/2

- Behaviourism**
 - one correct answer, immediate response
 - positive response (happy sound, positive character reaction that stimulate positive emotions)
 - games that have a drill and practice concept build in (e.g., multiplication table)
- Constructivism**
 - learning is an **active process** of constructing knowledge, built **recursively** on knowledge that the **user already has**
 - game environment** where the students can **construct their own knowledge**




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Games and learning theories 2/2

- Constructivism**
 - own representation of knowledge
 - learning occurs when the learners' exploration uncovers an inconsistency between their current knowledge representation and their experience
 - learning takes place within a social context and interaction between learners and their peers is a necessary part of the learning process
- Teacher's task:** guiding and providing feedback
- Examples:** role-playing, adventures, detective games, strategies,...



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Games for Learning Algorithmic Thinking


Educational games

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Educational games

- What makes a computer game educational (serious)?
 - Well-defined learning goals (blurred in the game)
 - promotion of development of strategies and skills of learners
- Elements contributing to **educational values** of games:
 - sensual stimuli
 - fantasy
 - challenge
 - curiosity
- But even serious games have to be funny!**




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Educational game elements

- Educational games must include:
 - compelling storyline
 - challenge (i.e., a problem to be solved)
 - rules of engagement
 - interaction within the environment and control
 - continuous feedback
 - particular goals or outcomes to achieve
- The task must not be perceived as **so difficult** that there is **no chance of success**



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Educational games in the learning process


- Scaffolding needed to support students' perception that the challenge is achievable
 - different levels of mastery for students in the class (**individualization**)
- Student responses used to structure learning
- Timely corrective and progress-acknowledging feedback
 - correct mistakes
 - build understanding progressively
 - recognize incremental progress

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Methodologies for using games for learning

- Suggested methodologies:
 - games as a **motivation** before the lecture
 - teacher **playing** a game during the lecture
 - game as a **group activity** in the classroom
 - game as a **home activity/independent learning**
- Important:** Use educational games only when they increase the effectiveness of learning.



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Implementation of games into the learning process

- phase - Identification and evaluation of suitable games**
- phase - Integration of games**
 - very often playing games is a time-consuming process - limited time for use of alternative learning resources in formal education



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“Learning package”

- Consisting of briefing, post-game discussion, and reflection
- The teacher has to prepare the “learning package” taking into account:
 - students’ background and previous knowledge
 - learning goals
 - curriculum
 - technical resources
 - her own competences
- Each implementation has to be evaluated by the teacher to determine to what extent learning goals have been achieved

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Exploring existing games


Individual activity

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Exploring existing games

- Explore some of the following games and think whether they are suitable for inclusion in the learning process:
 - <http://hrast.pef.uni-lj.si/games>
 - <https://www.tynker.com/>
 - <http://lightbot.com/flash.html>
 - <https://code.org/>
 - <https://codecombat.com/play>
 - https://home.jeita.or.jp/is/highschool/algo/index_en.html
 - <https://blockly-games.appspot.com/>



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Games for Learning Algorithmic Thinking



Preparing “learning package”

Group activity

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Preparing „learning package”

Each group should choose one of the following games, prepare a “learning package” and present it to the other groups

- Reality Show Restaurant (SL, EN)
 - <http://hrast.pef.uni-lj.si/games/website/restavracija.html>
- Luke saviour (SL, EN)
 - <http://hrast.pef.uni-lj.si/games/website/LukecResitelj.html>
- Light Bot (HR, SL, EN)
 - <http://lightbot.com/flash.html>

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Questions to help prepare a “learning package”

- To whom is the game intended?
- How will the game be included in the classroom (introduction to the new material, during the class, repetition, tasks, ...)?
- Are there any instructions? How will they be delivered to students?
- What role will the teacher have?
- Is additional material needed (worksheets, ...)?
- What activities will be conducted before and after playing the game?
- How will the game analysis (reflection) be performed?

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Questions



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Presentation: Integration of games into the lecturing process



Games for Learning
Algorithmic Thinking

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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 1: Game Based Learning (GBL)
Integration of games into the lecturing process

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Agenda

- Factors for successful integration of games into the lecturing process
- Games in the classroom
 - choice from the Macedonian teachers

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Factors for successful integration of games into the lecturing process

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Successful integration of games into the lecturing process

- Need for digital competences
 - various areas of development
- Selection of proper game
 - educational value
 - quality of learning
 - game is fun




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Digital competences for teachers


- Digital Competence Framework for Educators: <https://ec.europa.eu/jrc/en/digcompedu>
 - self-evaluation tool
- Focus on 6 areas of development:
 - usage of digital tools for professional development
 - recognition of different digital tools that can be applied
 - application digital tools in education
 - application of digital tools for assessment
 - application of digital tools for student support
 - development of students' digital competences

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Levels of digital competences

- Every digital competence has different levels
- The levels of competence are needed to:
 - understand
 - access
 - use
 - integrate into the teaching/learning
 - access the usage
 - create using tool
 - adapt to your needs



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How to select a proper educational game?

- What are the technical (pre)requirements for the game?
 - hardware requirements
 - Internet
 - software requirements
- Is the game suitable for students' age?
- Do I (as an educator) have needed digital competences to use the game in the proper way?
- Is it fun?**
 - Whatever you think, ask your students!!!

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How do you know whether the game is fun for the students?

- Is there any way to progress in the game (levels)?
- Is it competitive (can you compare results)?
- Is there any award?
- Is it easy to understand?
- Is it cooperative?
- Can you play it outside the classroom?
- ...



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When does the game have educational value? (1/2)

- Can you relate game levels with educational goals?
- Are there any game elements that are opposite to educational goals?
 - e.g. violence
- Can the game be used for more than one educational goal in more than one subject (or other lecture in the same subject)?
- Does the game enable "deep learning"?
 - Do the students need to solve non-routine problems while playing the game?

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When does the game have educational value? (2/2)

- Is Problem-Solving incorporated in the game design?
 - fact gathering, their evaluation, usage and creating some actions (or feedback)
 - reflex based
 - possible to repeat the actions and improve results
- Is Critical Thinking incorporated in the game design?
 - players need to solve some puzzles
 - decision making
 - need to understand different perspectives (e.g. other players goals and strategies)
- ...

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Is the game useful?

The quality of learning depends on:

- Quality of experience while playing the game
 - Technology-related (objective, quantitative)
 - Fun-related (subjective, qualitative)
- Quality of achieved knowledge
 - short-term, fact-based (e.g. is it suitable for multiple-choice questions based assessment?)
 - long-term, expandable (e.g. can be used within the projects in other lectures and/or subjects?)

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Analysing examples

Group activity

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1. General

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Example 1.1. Science for kids

- Fun science games for kids while learning more about science and technology
- Free online activities to try with something for everyone
 - chemistry
 - biology
 - physics
 - ...

<http://www.sciencekids.co.nz/gamesactivities.html>




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Example 1.2. IXL

- Immersive, adaptive learning
- Math, language, arts, science
- K12 education
- 10 Free practice problems



<https://www.ixl.com>



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2. English

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Example 2.1. Teach your monster to read

- Free game that makes learning to read fun
- Letters, sounds, reading full sentences
- Designed in collaboration with leading academics
- Complements learning programmes used in schools



<https://www.teachyourmonstertoread.com>

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Example 2.2. Learn English, kids


- Fun games in English:
 - listen and watch
 - read and write
 - speak and spell
 - fun and games



<https://learnenglishkids.britishcouncil.org/en/games>

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3. Mathematics


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Example 3.1. Mathplayground

- Problem-solving math games:
 - logic and number puzzles
 - fraction adventures
 - thinking blocks
 - math word problem practice
 - money games

<https://www.mathplayground.com/games.html>




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Example 3.2. Mathsisfun

- Math explained in easy language:
 - algebra
 - data
 - geometry
 - measure
 - numbers
- Dictionary
- Games
- Puzzles
- Worksheets

<https://www.mathsisfun.com>




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Example 3.3. Transum

- Free math activities for teaching and learning:
 - puzzles and problems
 - visual aids, investigations

<http://www.transum.org>




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Example 3.4. Fractions


- Fractions games:
 - equivalent fractions game
 - add fractions
 - converting fractions into decimals
 - fraction word problem games
 - subtracting mixed fraction
 - ...

<http://www.fractions4kids.com>



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4. Geography

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Example 4. Travel the world

- Tutorials and games:
 - world's continents
 - countries
 - capitals
 - landscapes
- Games for beginners, intermediate and advanced learners



<http://www.sheppardsoftware.com/Geography.htm>

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5. Creative thinking

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Example 5.1. Minecraft

- Building in a 3D procedurally-generated world with a variety of different cubes
- Requiring creativity from players
- Other activities:
 - exploration
 - resource gathering
 - crafting
 - combat
- Cost: 23\$



<https://minecraft.net>

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Example 5.2. Roblox

- Online gaming platform for kids and teens
- Students can create adventures, play games, role play, and learn with their friends in a family-friendly, immersive, 3D environment



<https://www.roblox.com>

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Games for Learning Algorithmic Thinking



Exploring games

Group activity


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Exploring games

Each group should choose one of the presented websites or games, explore it in more detail, and discuss its possible integration in the classroom.

Share your ideas with the teacher and the other groups.




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Questions



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Presentation: Serious games evaluation framework




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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 1: Game Based Learning (GBL)
Serious games evaluation framework

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Agenda

- Experimental Learning Cycle
- Serious Games Evaluation Framework
 - simplified step by step version

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Theory behind: Experimental Learning Cycle




<https://www.simplypsychology.org/learning-kolb.html>

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Serious Games Evaluation Framework



M. Videnovic, A. Madevska Bogdanova, V. Trajkovic, "SERIOUS GAMES EVALUATION METHODOLOGY", ICERI 2018

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Serious Games Evaluation Framework

Simplified step by step version

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Simplified methodology


Step 1: Can I use the game (filter step, if no, the evaluation ends)

- Technical requirements
- Age
- Digital Competences Needed

Step 2: Game Evaluation (output is the number)

- Evaluation Axes
- Axes' Grades

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Step 2: Game evaluation (axes)

Axes

- Is the game easy to use? (EASY)
- What is the educational value of the game? (VAL)
- Is the game adaptable to the educational goals? (ADT)
- Students Quality of Experience (QoE)
- What is the teacher (your) subjective opinion about the game (SUBJ)

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Step 2: Game evaluation (grades)


Grades:

1. Not satisfactory
2. Satisfactory
3. Good
4. Very Good
5. Excellent

- This should sound familiar?

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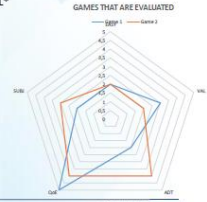
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Step 2: Example

	EASY	VAL	ADT	QoE	SUBJ	TOTAL*
GAME 1	2	3	2	5	2	14
GAME 2	2	2	4	4	3	15


GAMES THAT ARE EVALUATED



- TOTAL here is the sum of grades. If needed, some of the grades can be multiplied by some factor in order to emphasize that evaluation element
- The grade is subjective due to the subjective opinion of the educator.

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Evaluating games

Group activity

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Evaluating games

Use the simplified evaluation framework to evaluate several games.


Step 1: Select the games that will pass this filter step for the purpose of the exercise.

Step 2: Use both visualization and numbers-based approach to evaluate the game


- Let's use Kahoot! app.

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Questions



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 2: GBL with unplugged activities

Expected Learning Outcomes

- Find examples of unplugged activities for the development of algorithmic thinking in different school subjects
- Analyze and compare existing examples
- Modify existing examples of unplugged activities for different school subjects

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - collaboration

Sources of Training Materials

- CS Unplugged: <http://csunplugged.org/> (14.12.2017.)
- Code Studio: <https://studio.code.org/courses>, <https://code.org/curriculum/unplugged> (14.12.2017.)

Duration: 1 hour (45 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. UNPLUGGED ACTIVITIES	<i>Participants will be able to describe and explain the characteristics of unplugged activities for the development of algorithmic thinking, analyze and classify existing examples of unplugged activities.</i>	Learners explore, analyze and classify existing examples of unplugged activities in order to transfer given examples to another school subject (group activity).
1.1. Introduction to unplugged activities for the development of algorithmic thinking	Describe and explain the characteristics of unplugged activities for algorithmic thinking development	
1.2. Examples of unplugged activities in different school subjects	Analyze and classify existing examples	
2. DESCRIPTION OF UNPLUGGED ACTIVITIES EXAMPLES	<i>Participants will be able to describe their own examples of unplugged activities appropriate for different school subjects.</i>	Learners describe new examples for unplugged activities (group activity - discussion).
2.1. New examples of unplugged activities	Propose examples of unplugged activities for algorithmic thinking from tales, everyday life, etc.	





Presentation: GBL with unplugged activities




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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 2: GBL with unplugged activities

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Agenda

- Introduction to unplugged activities
- Types of unplugged activities
- Examples related to specific school subjects

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Unplugged activities

- Activities that enable teaching and learning without using computers
- Teaching through engaging games and puzzles that use worksheets, cards, strings, crayons,...
- suitable for development of computational and algorithmic thinking
- can be used in different part of the lesson and for different content
- suitable for collaborative and individual work




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Types of unplugged activities


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Types of unplugged activities

1. Finding words in the grid
2. Real-life algorithms
3. Algorithms and analogies for concepts related to specific school subjects
4. Moving through a maze
5. Tales and Algorithms
6. Writing or drawing in grid

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1. Finding words in the grid

- Finding words or sentences
- Following instructions to find the hidden word from the given starting point

C	H	I	T	A	N	K	A	R	E
P	A	N	G	E	L	I	T	U	R
A	N	R	A	D	I	O	S	T	I
G	L	A	T	I	G	L	A	A	N
A	T	H	G	A	M	E	S	I	N
M	I	A	R	T	A	B	L	E	T
E	W	N	A	K	E	Y	C	A	T

There is a hidden rule about the use of digital games in this grid. Can you find it?

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Analysing examples

Group activity

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Example 1: Hidden fruits (English, Math)

- Find the hidden fruits in the grid and put the picture of relevant fruit near the alphabet signs of its name.
- How many pictures of the fruits do you need for each word?

A	P	P	L	E	H	E	R	I	L
P	O	G	R	A	P	E	S	R	E
I	C	H	E	R	R	Y	L	O	M
S	T	R	A	W	B	E	R	R	Y
A	R	T	P	E	A	R	S	O	N
W	A	T	E	R	M	E	L	O	N
I	B	A	N	A	N	A	R	Y	N

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Example 2: Numbers (Math, Computer science)

Task for students:

- Find the two digit numbers with equal digit.
- Order them in ascending order.
- Replace the numbers with relevant alphabet sign.
- Which word do you obtain?
- Explain how to use it?

34-M	11-P	43-N	25-F	12-B	31-G
43-N	22-A	33-S	33-S	13-C	12-B
21-L	12-B	21-L	44-W	13-C	13-C
23-E	13-C	23-E	55-O	66-R	77-D
13-C	25-F	43-N	23-E	13-C	25-F

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Example 3: Word search (English, Computer science)

- Follow given instructions to find the hidden word. Start from upper left corner.
- What is the meaning of the word?

P	A	A	O	P	Y
C	S	S	C	A	D
O	M	W	O	T	E
U	P	U	R	D	I
M	N	T	E	R	M

- Go right
- Go down
- Go right
- Go down
- Go right
- Go down
- Go right

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Idea for activity

- Divide the class in two groups and organize contest
 - first group has to hide words in the grids and describe with arrows how to find the words
 - second group has to follow the algorithm for moving and to find the words and explain it
- Time for word finding could be set
- Badges for founded word could be awarded

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2. Real life algorithms

- Recognizing algorithms in our daily lives:
 - making sandwich
 - preparing tea
 - cleaning teeth
 - preparing school backpack
 - natural phenomenon

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Games for Learning Algorithmic Thinking

Analysing examples
Group activity

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Example 1: Code.org – Plant a seed

- Students create an algorithm to help each other plant a seed
- They cut out the steps for planting a seed from the provided worksheet and work together to choose the six correct steps from nine options

<https://studio.code.org/s/course1/stage1/puzzle/1>

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Example 2: Dance moves

- Students recognize dance structures
- They label the entire dance performance with the agreed marks
- They connect dance structures with the corresponding part of the music background

<https://www.youtube.com/watch?v=FPN6H1shbJI>

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Example 3: Code.org - Getting Loopy

- Students are introduced to the programming concept of loops (repeated instructions) through a dance activity (simple choreography).

<https://studio.code.org/s/course1/stage/12/puzzle/1>

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Idea for activity

- Make photos with different statement of the hands or legs
- Introduce the concept *loop*
- Tasks for students:
 - to arrange dance or gymnastic exercise
 - to perform dance or gymnastic exercise according to given algorithm

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3. Algorithms and analogies for concepts related to specific school subjects

- Ordering of rules
 - performing mathematical operations
 - grammar
- Writing a song as algorithm (set of instructions)

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Analysing examples

Group activity

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Example 1: Adding numbers (Math)

- Ordering of steps (rule) to add two three-digit numbers
- Steps are written on the paper and cut
 - students have to order steps
 - or the steps are given in wrong order and students have to find error in the algorithm

$$\begin{array}{r} 253 \\ +471 \\ \hline \end{array}$$

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Example 2: Present Simple vs. Present Continuous (English)

- Rule for determining the appropriate tense

General present	Permanent activity	Unlimited duration
Immediate present	Temporary activity	Limited duration

- I like tea.
- Keep quiet! The baby is sleeping.

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Example 3: Loops in the song (Music)

- Students should find part in song that have to be repeated

<https://www.youtube.com/watch?v=RuqvGIZiOag>

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4. Moving through a maze

- Moving characters through a maze using arrows
- Plan a route from the start location
- Use arrows to describe path

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 Games for Learning
Algorithmic Thinking



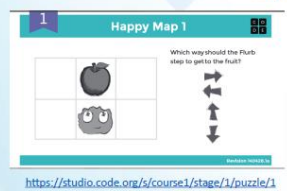
Analysing examples
 Group activity

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Example 1: Code.org - Happy maps


- Students create simple algorithms to move a character through a maze

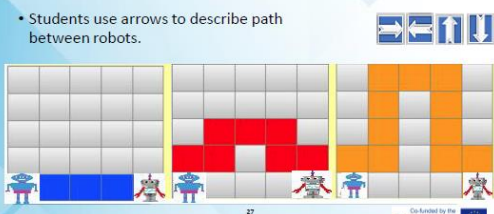



<https://studio.code.org/s/course1/stage/1/puzzle/1>


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Example 2: Describing path


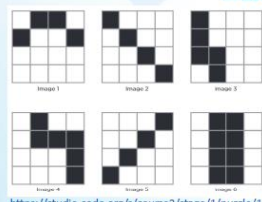
- Students use arrows to describe path between robots.





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Example 3: Code.org - Graph Paper Programming


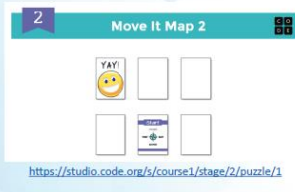
- Students write an algorithm using a set of predefined commands to direct their classmates to reproduce a drawing (to color squares in on graph paper)




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Example 4: Code.org - Move it


- Students learn how to think ahead in multiple steps, as they plan a short route from the start location to the hidden smiley face, up to three steps away
- Starting point is the piece of paper imprinted with the compass rose




<https://studio.code.org/s/course1/stage/2/puzzle/1>

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5. Tales and algorithms


- Recognizing algorithms in familiar stories and fairy tales:
 - The Wild Swans tale by Hans Christian Andersen → Elisa knits shirts for her eleven brothers
 - Hansel and Gretel → they execute an algorithm to get home from the forest
 - Cinderella → looking for a girl who will fit the shoe



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 Games for Learning
Algorithmic Thinking



Analysing examples
 Group activity


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Example: Cinderella


Find Cinderella

1. Find a girl
2. Try the shoe
3. If the shoe fits, then Cinderella is found, in other case go to step 1






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6. Writing or drawing in a grid


- Using a sequence of signs to:
 - write numbers or words
 - draw shapes


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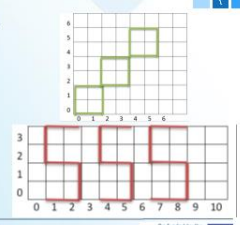
Analysing examples

Group activity

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Example: Writing letters and drawing shapes

- Students use the following signs to write numbers or words:
 - move:
 - left, right, up, down
 - draw:
 - pencil icon
 - do not draw:
 - empty square



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Discussing examples

Group activity

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Discussing examples

Discuss in groups possible variants for modification of the presented examples and give similar examples for different subjects in primary school.

Share your ideas with other groups.


1. Find of words in the grid	2. Real-life algorithms	3. Algorithms and analogies for concepts related to specific school subjects
4. Moving through a maze	5. Tales and algorithms	6. Writing or drawing in grid

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Questions



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 3: Using Web 2.0 tools for creating content for unplugged activities

Expected Learning Outcomes

- Identify the advantages of Web 2.0 tools for unplugged activities
- Create content for unplugged activity using Web 2.0 tools
- Create new examples for unplugged activities

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration

Sources of Training Materials

- Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju”, Pogled kroz prozor, 2010.:
<https://pogledkrozprozor.wordpress.com/2010/11/27/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju/> (2.12.2017.)
- Ljubić Klemše, N. “Web 2.0 alati i e-učenje u primarnom obrazovanju - II. dio”, Pogled kroz prozor, 2010.:
<https://pogledkrozprozor.wordpress.com/2010/12/20/web-2-0-alati-i-e-ucenje-u-primarnom-obrazovanju-ii-dio/> (2.12.2017.)

Portals with tools and resources for teachers:

- Tools for Educators: <http://www.toolsforeducators.com/> (11.12.2017.)
- The Teacher's Corner: <https://worksheets.theteacherscorner.net/> (11.12.2017.)
- Education World: http://www.educationworld.com/tools_templates/index.shtml (11.12.2017.)

Web 2.0 tools:

- Canva: <https://www.canva.com> (1.12.2017.)
- Sketchpad: <https://sketch.io/sketchpad/> (1.12.2017.)





Duration: 3 hours (135 minutes)

Topic/Sub-topics	Learning Objectives	Evaluation
1. WEB 2.0 TOOLS FOR CREATING CONTENT FOR UNPLUGGED ACTIVITIES	<i>Participants will be able to identify the advantages of using Web 2.0 tools for unplugged activities.</i>	Learners explore examples and resources in order to discuss the potentials of Web 2.0 tools for unplugged activities (group activity).
1.1. Introduction to the Web 2.0	Identify the advantages of using Web 2.0 tools	
1.2. Investigate examples of Web 2.0 tools	Use the preselected Web 2.0 tools to create drawings, posters, leaflets, etc.	
2. CREATING CONTENT FOR UNPLUGGED ACTIVITIES	<i>Participants will be able to create content for chosen unplugged activity.</i>	Learners create content for unplugged activities (individual activity) which will be evaluated by the teacher.
2.1. Presenting worksheet template	Create a worksheet (using the prepared template) and other content for the preselected task of unplugged activity	
2.2. Creating content		
3. DEVELOPMENT OF EXAMPLES OF UNPLUGGED ACTIVITIES	<i>Participants will be able to create examples of unplugged activities appropriate for different school subjects.</i>	Learners discuss potentials of Web 2.0 tools and other resources and create new examples for unplugged activities (group activity).
3.1. Modification and adaptation of examples for another school subject	Create new examples of unplugged activities based on given examples	
3.2. Development of examples of unplugged activities	Give new examples of unplugged activities for algorithmic thinking from tales, everyday life, etc.	





Presentation: Using Web 2.0 tools for creating content for unplugged activities



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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 3: Using Web 2.0 tools for creating content for
unplugged activities

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Agenda

- Introduction - Web 2.0
- Web 2.0 tools for preparing *unplugged* activities
 - Canva
 - Sketchpad


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Web 2.0

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Characteristics of Web 2.0

- Using Web as platform
- Accessing applications through Web browser
 - regardless of location (device)
 - reduced cost for software
- User participation in content creation
- Social networking
- „2.0” functionalities
 - commenting, sharing, tagging
- Rich user experience




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Web 2.0

- **Fraze** → T. O'Reilly i D. Dougherty (2004)
- Describes *changes* in the way the Web is used as an Internet service
- It does not refer to technical improvements
- Impact on learning and teaching



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E-learning 2.0

- Independence of time and place of learning (where and when we learn?)
- **Student in the centre** of learning process
 - constructivism
- **Collaborative learning**
 - interaction
 - joining the community of practice → collective knowledge
- Using a variety of tools
 - Web 2.0 tools




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Web 2.0 tools

- Web 2.0 tools → applications available on the Web that have the characteristics of Web 2.0
- Main types (according to the main purpose):
 - replacement for classic (desktop) applications
 - creation and exchange of multimedia content
 - exchange of ideas and creative learning
 - networking and communication
 - social bookmarking




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Advantages and disadvantages of Web 2.0 tools

- Advantages**
 - availability, price
 - diversity
 - stimulate activity and creativity
 - ...
- Disadvantages**
 - questionable reliability
 - limited features of free versions
 - ads, advertisements
 - ...



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Web 2.0 tools for preparing unplugged activities

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Canva

- Link: <https://www.canva.com>
- Login: Facebook, Google account
- Use: free (basic version)
- Purpose: making presentations, graphics, posters, posters
 - predefined templates
 - insert of ready-made graphical elements (images, icons, wallpapers, ...)
 - insert text
 - insert own files
 - save and export files

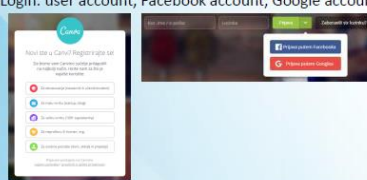


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Login


- Login: user account, Facebook account, Google account



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Canva – user interface



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Sketchpad

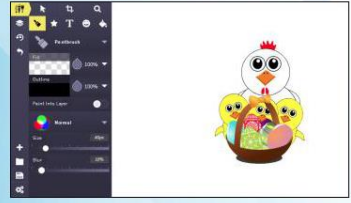
- Link: <https://sketch.io/sketchpad/>
- Login: it is not necessary
- Use: free (basic version)
- Purpose: creation of vector graphics
 - draw and color
 - write text
 - insert ready-made graphical elements (images, icons,...)
 - insert own files
 - save (!) and export files



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Sketchpad – User interface

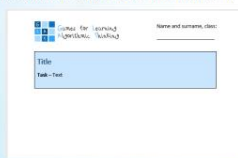


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Preparing materials for unplugged activities


- Creating drawings (Canva, Sketchpad)
- Creating worksheets for students (MS Word, Google Documents)




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Creating worksheets
Individual activity

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Task 1 – Walking through the maze

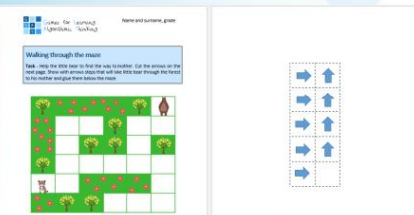


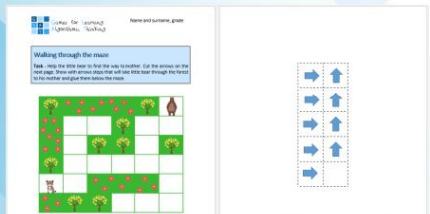
- **Task** – Show with the arrows the steps that will take little bear to his mother.



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Task 1: Worksheet





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Task 1: Expected solution





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**Task 1:
Creating the necessary materials**



- Draw a maze (*Canva*)
 - select a template to create a collage (6x6)
 - color fields and background, insert pictures of trees and flowers
 - insert the pictures of little bear and mother bear
 - save the drawing
- Use a template to create a worksheet (*MS Word*)
 - type task text
 - insert a picture of the maze
 - insert the arrows for cutting on the second page of the document

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**Task 2:
Algorithm for the song**




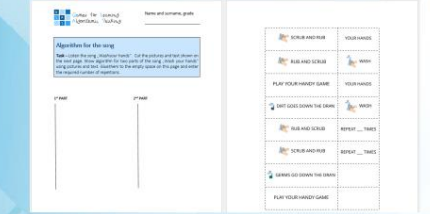
- **Task** – Show algorithm that includes repetitions of a song „Wash your hands" (<https://www.youtube.com/watch?v=M4D3p6tg42I>) with pictures.

WASH, WASH, WASH YOUR HANDS
 PLAY YOUR HANDY GAME
 RUB AND SCRUB, SCRUB AND RUB
 GERMS GO DOWN THE DRAIN.
 WASH, WASH, WASH YOUR HANDS
 PLAY YOUR HANDY GAME
 RUB AND SCRUB, SCRUB AND RUB
 DIRT GOES DOWN THE DRAIN.

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Task 2: Worksheet






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Task 2: Expected solution





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Task 2: Creating the necessary materials

- Prepare pictures (*Sketchpad*)
 - insert or draw pictures
 - insert text
 - save the drawing
- Use a template to create a worksheet (*MS Word*)
 - type task text
 - insert stroke tags
 - insert pictures, text and arrows for cutting on the second page of the document

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Designing unplugged activities for different school subjects

Group activity

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Designing unplugged activities for different school subjects 1/3

- Explore available resources on the following portals:
 - Tools for Educators: <http://www.toolsforeducators.com/>
 - The Teacher's Corner: <https://worksheets.theteacherscorner.net/>
 - Education World: http://www.educationworld.com/tools_templates/index.shtml




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Designing unplugged activities for different school subjects 2/3

- Design an unplugged activity for chosen school subject:
 - Specify the school subject and grade.
 - Pay particular attention when specifying the learning outcomes:
 1. First suggest the learning outcomes oriented to the subject
 2. Then learning outcomes oriented toward algorithmic thinking.
 - Define the aim and tasks of activity.
 - Shortly describe the activity.
- Explain your proposal to other groups.



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Designing unplugged activities for different school subjects 3/3

- Explore other available tools (beside Canva and Sketchpad):
 - E-lab – CARNET: <http://e-laboratorij.carnet.hr/>
 - 101 Web 2.0 Teaching Tools: <http://oedb.org/librarian/101-web-20-teaching-tools/>
- Discuss in groups the possible application of Canva and Sketchpad or other tools that you have chosen for a designed unplugged activity.
- Draw a sketch of the worksheet (or other material) on paper, that you would later create with Web 2.0 tools for designed unplugged activity.

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Questions



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 4: Designing learning scenarios

Expected Learning Outcomes

- Identify the concepts of learning scenarios
- Analyze and compare existing examples of learning scenarios in written forms
- Using the learning scenario to create an unplugged activity

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - Collaboration
- Peer evaluation

Sources of Training Materials

- E-škole scenariji poučavanja. CARNet: <https://scenariji-poucavanja.e-skole.hr/> (5.12.2017.)
- Collaborative Education Lab - Learning scenarios: <http://colab.eun.org/learning-scenarios/> (10.12.2017.)
- Code Studio – katalog: <https://studio.code.org/courses> (7.12.2017.)

Duration: 2 hours (90 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. LEARNING SCENARIOS	<i>Participants will be able to describe and explain the concepts of the learning scenario, analyze and compare existing examples of learning scenarios.</i>	Learners explore and analyze existing examples of learning scenarios in order to point out good and bad features (group activity).
1.1. Introduction to leaning scenarios	Identify the concepts of learning scenarios	
1.2. Investigate examples of existing learning scenarios	Analyze and compare existing examples	
2. DESIGNING LEARNING SCENARIOS FOR UNPLUGGED ACTIVITIES	<i>Participants will be able to create a learning scenario for chosen unplugged activity.</i>	Learners choose one unplugged activity among offered to create a learning scenario that will be evaluated by the teacher and the colleagues (group activity).
2.1. A learning scenario template	Create a learning scenario using a prepared template for preselected unplugged activity	
2.2. Filling out a learning scenario template		





Presentation: Designing learning scenarios




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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 4: Designing learning scenarios


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Agenda

- Introduction
- Learning scenarios with examples
- Examples of learning scenarios for selected activities
- Practical work - Creating learning scenarios

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Educational process



- Preparation
- Implementation
- Evaluation

- Contemporary approach, applying the appropriate strategies, methods and teaching techniques

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Teacher competences

- Teaching skills for planning, preparation, performance and teaching lesson
- Include active learning:
 - understanding
 - expressing own attitude
 - critical thinking
 - creative problem solving
- Skills for monitoring and evaluating students




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Planning and preparation

- Designing the learning environment:
 - one task
 - several tasks
 - learning unit
 - the entire teaching subject
- Defining:
 - resource and learning materials
 - equipment (technology)
 - activities




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Learning scenarios

- Documents that contain innovative and creative ideas for teaching activities using contemporary teaching methods with the use of appropriate digital content and tools
- Textual or graphical form (LePlanner)
- Included in the teaching process as a whole teaching unit or as a part of the teaching unit

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Elements of Learning scenario

The main elements that the scenario should contain:

- Description of activities
- The learning outcomes that will be realized with specified activities
- Methods and forms of teaching
- Tools for realizing the learning outcomes

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Games for Learning
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Analysing examples

Group activity

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Example 1: CARNET project „e-škole“




<https://scenariji-poucvanja.e-škole.hr/>

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Example 2: Code.org – Plant a seed




<https://code.org/curriculum/course1/6/Teacher>

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Example 3: Collaborative Education Lab




<http://colab.eun.org/learning-scenarios>

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Example 4: LePlanner



Countable/uncountable nouns (a problem-based scenario)

<https://leplanner.net/#/>


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Games for Learning Algorithmic Thinking

Example of a GLAT learning scenario


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Example: Moving through the maze/Spatial orientation 1/5

Learning Scenario Title	Moving through the maze/Spatial orientation
Course / Grade	Science, 1 st grade
Learning Outcomes	<p>General learning outcomes</p> <p>Determine the direction of movement: left-right, up-down and back and forth</p> <p>Moving in different directions in space (left-right, back and forth)</p> <p>Suggest the steps to navigate by the given path</p> <p>Suggest the steps to move from the starting to the ending position</p> <p>Specific LO oriented on algorithmic thinking</p> <p>Interpret the term algorithm</p> <p>Determine a set to reach a predetermined goal</p>
Aim, Tasks and Short Description of Activities	<p>As part of the Science lesson, for repetition and practicing the concepts left and right, up and down and back and forth, the students will solve the worksheet with maze by placing the arrows to determine the default path. Students will lead each other from the initial position to the final position in the classroom.</p> <p>Students will get familiar with the term algorithm as a sequence of commands needed to accomplish the goal - arriving at the default location.</p>

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Example: Moving through the maze/Spatial orientation 2/5

Keywords	Left-right, up-down, back-forth, algorithm, command
Correlation and Interdisciplinarity	Science, Physical Education and Informatics
Duration of Activities	45 minutes
Teaching Methods	Game-Based Learning Dialog method Problem-solving method
Teaching Forms	Frontal teaching Individual work Group work by four students
Tools	none

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Example: Moving through the maze/Spatial orientation 3/5

Resources/materials for the Teacher	Tools Canva and Microsoft Word for creating worksheets	
Resources/Materials for the Students	Worksheet Scissors Pencil and notebook	
Teaching summary	<p>Motivation – introduction to activity The teacher can stand next to the door of the classroom and ask the students for help to get to the blackboard. Students direct the teacher by specifying and counting the steps.</p> <p>The teacher can write his "path" on the blackboard stating the steps (commands) he has made. Other possible ways of getting from the door to the blackboard can be pointed out in the conversation with students, which brings a conclusion that the same task can be solved in several ways. The term ALGORITHM is explained as a series of actions to be made in order to accomplish a particular task.</p>	Duration 10 minutes

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Example: Moving through the maze/Spatial orientation 4/5

Teaching summary	<p>Implementation 1st activity: Solving the worksheet (individual work) Students cut out the arrows from the worksheet and paste them into the maze to point out the path that will get a little bear to his mom. The student who first solved the task reads the steps in a way that assumes the role of a little bear and uses the words left-right and back-forth to read the steps. The next student reads the steps in a way that assumes the role of the observer and uses the words left-right and up-down.</p> <p>2nd activity: Group game (4 students) One student gives commands to another student (left-right and back-forth to pass the default path between desks and chairs. The task of a third student is to write commands as an algorithm with abbreviations L, R, B and F. All pupils of the group are counting the errors for movement and at the same time the fourth student is writing down those errors. All algorithms for passing through the same maze of different groups are presented on the blackboard and discussed in the classroom.</p>	25 minutes
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Example: Moving through the maze/Spatial orientation 5/5

Teaching summary	<p>Reflection (evaluation) Repeat the word <i>algorithm</i> and its meaning. Students cite the example of the simple tasks they perform daily (getting dressed, washing, preparing school bags ...) and devise an algorithm for solving that task.</p>	10 minutes
Annexes	Worksheet	
Examples and game references	Happy cards https://studio.code.org/s/course1/scene1/puzzle/1 Artemia mazes https://www.artemia.com.br/jsp/jsp/Labirint2.html	

 [Learning scenario "Moving through the maze"](#)

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Designing learning scenario

Group activity

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Group activity

Each group should create a learning scenario for a chosen example of unplugged activities designed in the previous Session and present it to teacher and other groups


- Use a blank template for creating learning scenario
-  [Learning Scenario Template](#)
- Discuss the learning outcomes that relate to the subject and the learning outcomes relating to algorithmic thinking
- Discuss the methods and forms of teaching that you provided
- Discuss the development of activities

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Questions



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 5: Designing learning scenarios using a graphical tool

Expected Learning Outcomes

- Use LePlanner as a tool for designing learning scenarios
- Plan, create and instruct unplugged algorithmic thinking activities for students using LePlanner

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration
- Peer evaluation

Sources of Training Materials

- LePlanner: <https://leplanner.net/#/> (15.12.2017.)
- LePlanner – Creative Classroom Collection: <https://beta.leplanner.net/#/tags/CreativeClassroomCollection> (5.12.2017.)
- Codecombat – Dungeons of Kithgard: <https://codecombat.com/play/level/dungeons-of-kithgard> (15.12.2017.)

Duration: 2 hours (90 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. PLANNING AND CREATING LEARNING SCENARIOS	<i>Participants will be able to explore the features of the tool LePlanner for the creation of learning scenarios, create, evaluate, edit, and publish lesson scenarios.</i>	Learners create a dummy account for LePlanner log in accounts, create a dummy lesson, and prototyping (individual activity).
1.1. Introduction to LePlanner	Explore the key features of the LePlanner	
1.2. Creating a learning scenario	Create a sample leaning scenario(s)	
1.3. Reviewing created learning scenario (evaluating, editing and publishing scenarios)	Explore the features of the timeline for creating course contents	Learners create a real log account in LePlanner, create a lesson, and publish it.
2. DESIGNING LEARNING SCENARIOS USING LEPLANNER	<i>Participants will be able to create (unplugged, game based) learning scenarios using LePlanner and demonstrate the teaching of the planned lesson(s)</i>	Learners are engaged in micro-teaching using the designed lesson plan as a group activity.
2.1. Designing Game Based Learning Scenarios and participating in demonstration lessons	Explore online games, and create an unplugged game based learning scenario	





Presentation: Designing learning scenarios using a graphical tool




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Workshop 1: Game Based Learning (GBL) and unplugged activities

Session 5: Designing learning scenarios using
graphical tool


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Agenda

- Short review of previous knowledge
- Introduction to LePlanner
 - lesson design
 - exploring the features of LePlanner
 - signing up for an account

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Short review of previous knowledge

- What is your opinion on the following themes of the workshop:
 - games in learning
 - designing learning scenarios
 - incorporating games-based learning in your learning scenarios
- What **new** professional impressions or knowledge have you internalize so far?


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Introduction to LePlanner

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LePlanner


- Tool for designing, visualization and sharing learning scenarios
- Developed at School of Digital Technologies, Tallinn University
- Available online:
<https://beta.leplanner.net>



LePlanner

Learning scenario designing environment LePlanner.net
<https://vimeo.com/168032150>

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Features of LePlanner

- **Main Features:**
 - details
 - timeline
 - publish
- **Details:** title, description, tags, subject, learning outcomes, grade, duration and activities
- **Timeline:** in-class activity and off-class activity, student resources
- **Publish:** draft and language
- **Support systems:** medium for addressing students' concerns, remedial actions, etc.

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Lesson design - Teacher resources

- Objectives
- Teacher activities
- Supporting teaching resources
- Technology
- Instructional process and methodology (in-school, off-school)
- Assessments

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Lesson design - Student resources

- Expected learning outcomes/competence
- Student activities
- Support learning resources
- Technology
- Level of interaction/Collaborations medium
- Feedback channels

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LePlanner: Defining activities

Activity	Duration	Activity Type	Interaction	Feedback
Introduction to project activities	20	In-class	Whole class	Skills of project...
Reading of chosen chapters, and	20	In-class	Individual	Reading and f...
Writing annotations to King	30	In-class	Individual	Functional read...
Formative evaluation of the works	20	In-class	Individual	Formative eval...
Creating graphical illustrations, d	25	In-class	Individual	Creating art w...
Co-authoring map of Nautilus jou	20	In-class	Whole class	Reading and f...
Self-evaluating work effort	0	In-class	Individual	Self-evaluation...

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LePlanner: Defining resources

Introduction to project activities of Jules Verne „20000 leagues under the sea“

Teacher resource

Whole class (20 min) in-class

Resource

Short overview of the project: <http://glgmedia.weebly.com/jules-verne-project/>

Connector

Website: weebly.com

Display

- Projector/TV
- Smartboard
- Computer
- Tablet
- Smartphone
- Other

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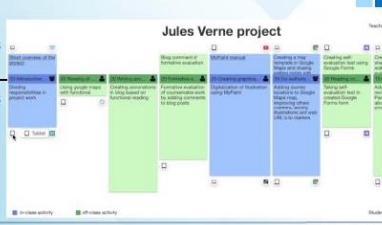
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LePlanner: Timeline view (scenario)

Jules Verne project

resources and comments for teachers

resources and comments for students



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LePlanner: Text view (scenario)

Activities

- in-class activity
- off-class activity

01:00 Introduction to project activities of Jules Verne „20000 leagues under the sea“

Learning outcomes:

- Presenting resources

Student resource:

- Dividing responsibilities in project work
- level of Co-Authoring: 2 - interactively (select, drag in-drag, enter the response, take self-test)
- Conveyors:
 - Google spreadsheets
- Display:
 - Tablet

Teacher resource:

- Short overview of the project
- Conveyors:
 - Weebly
- Display:
 - Computer

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Exploring LePlanner

Individual activity

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Exploring LePlanner

- Explore existing lesson scenarios developed using LePlanner.
- Create user account.
- Create a lesson scenario with several in-class and off-class activities.



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Designing and implementing a learning scenario

Group activity


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Designing an unplugged game-based learning scenario

Design a micro-teaching activity in groups of 5 members:

- Select group name and subject of interest
- Design unplugged game-based learning scenario to last for about 10-15 minutes on the [LePlanner](#)
- Present created learning scenario to other groups
- Review learning scenarios created by other groups

 [LePlanner Instructional Sheet](#)




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Questions



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Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Session 6: Designing learning scenarios for unplugged activities

Instructions for the participants

Expected Learning Outcomes

- Create learning scenarios in order to develop innovative ideas for carrying out game based unplugged activities
- Implement learning scenarios for different courses in the classroom with the students from 1st to 4th grades of primary school

Individual Assignment:

Your task is to prepare the learning scenario for carrying out an unplugged activity in written form and in graphical form using LePlanner. You could choose any school subject and any lesson within the subject for students from your class, considering that the activity should be completed in two months.

This is the **first version of the 1st learning scenario** which you will continue to design with the online help of your mentor. The completed version of the scenario will be **reviewed** by the mentor and the final refined versions you will **implement** in the classrooms with your students.

You are also supposed to write the **reflection** on conducted activities.

Duration: up to 2 months for the whole assignment

ASSIGNMENT STEPS	
1.	Choose a school subject – plan the activities that will be carried out in your class next month.
2.	Use the Learning Scenario Template form (Annex 1) for textual version and LePlanner for the graphical version of your scenario.
3.	Specify the Learning outcomes : <ul style="list-style-type: none"> • state general learning outcomes related to the course that will include game based unplugged activities • state the learning outcomes oriented on algorithmic thinking
4.	Describe the Aim and tasks of teaching and give a Short description of activities . Plan the activities that will integrate games into the lecturing process, providing propaedeutic for algorithms and programming such as: <ul style="list-style-type: none"> • Finding words in the grid • Real-life algorithms • Algorithms and analogies for concepts related to specific school subjects • Moving through a maze • Tales and Algorithms • Writing or drawing in grid The activities should not include work on computer/tablet/smartphone, just unplugged activities.
5.	Specify the Keywords, Correlation, and Interdisciplinarity with other courses or topics, and Duration of activities .





6.	Point out Learning and teaching strategies and methods . Specify the Teaching forms : combine individual and group work.
7.	Choose Web 2.0 Tools that will be used for creating the content for unplugged activities. Point out all Resources/materials which will be required for the teacher as well as for students.
8.	Elaborate the Teaching summary as Motivation (Introduction), Implementation and Evaluation (Reflection) . This part develops in detail the previously mentioned short description of activities.
9.	Create suitable content for unplugged activities, e.g. posters, worksheets, leaflets.... Pay attention to the copyright for images, videos, and other materials collected from the web. Photographing your students requires written parents' consent.
10.	In Annexes box provide examples and tasks you have created by yourself as well as a link to the graphical version of the learning scenario in LePlanner.
11.	Examples and game references box should contain sources you will use for the activities.
FOLLOW-UP ACTIVITIES	
1.	Upload your completed first version of the learning scenario to the Moodle e-course. Mentor will review and correct your scenario.
2.	Upload your final version of the learning scenario considering the mentor's suggestions and corrections.
3.	After mentor's approval, implement your learning scenario in the class with your students.
4.	Post a reflection on conducted activities in the forum: <ul style="list-style-type: none"> • Write a more extensive description of the implementation of the activity in your class. • Describe how your students have accepted learning activity. • Describe the achievement of all planned learning outcomes, both general and oriented on algorithmic thinking. • Define what you would like to change before the next implementation of the scenario.





Workshop 2: Problem Based Learning (PBL), Online Quizzes and Logical Tasks





Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Workshop schedule

Day 1

Introduction to Workshop 2

Duration: 1 hour (45 minutes)

Introductory presentation: Workshop 1 - follow-up activities
Introduction to Workshop 2

Session 1: Introduction to Problem Based Learning (PBL)

Duration: 1 hour (45 minutes)

Lecture: Definition and key principles of Problem Based Learning
Demonstration: Learning scenarios illustrating PBL
Group work: Design a PBL lesson

Session 2: Problem-solving in logical games

Duration: 3 hours (135 minutes)

Lecture: Digital tools within the process of problem-solving
Demonstration: How to use problem-solving process in logical games
Group work: Exploring examples and resources

Presentation: Methodology – Role-playing games
Group work: Role-playing games

Session 3: Online quizzes and logical tasks

Duration: 3 hours (135 minutes)

Lecture: Logical tasks and quizzes in the classroom
Demonstration: Examples of logical tasks and quizzes for different school subjects, providing propaedeutic for algorithms and programming
Group work: Exploring examples and resources





Day 2

Session 4: Using Web 2.0 tools for creating quizzes and logical tasks

Duration: 4 hours (180 minutes)

Presentation: Advantages of using Web 2.0 tools for creating quizzes and logical tasks

Group work: Exploring examples and resources

Demonstration: Creating quizzes and logical tasks using Web 2.0 tools (Kahoot, Wizer, Match the memory)

Individual work: Creating quizzes and logical tasks using Web 2.0 tools

Group work: Creating examples of quizzes and logical tasks for different school subjects

Session 5: Designing learning scenarios for logical tasks

Duration: 3 hours (135 minutes)

Individual work: Preparing learning scenarios based on PBL and logical tasks in written form and in graphical form using LePlanner (developing the first version of the 2nd learning scenario)

Group work: Review and discuss about the developed scenarios

Conclusion of the Workshop 2

Duration: 1 hour (45 minutes)


Whole-group activity: Debriefing

Closing talk: Introducing and explaining the follow-up activities (developing the 2nd learning scenario based on PBL and logical tasks)





Presentation: Introduction to Workshop 2



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Workshop 2: Problem Based Learning (PBL), online quizzes, and logical tasks

Introduction to the Workshop 2

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Agenda

- Reminder to the purpose of the workshops
- Results of the Workshop 1
- Introduction to Workshop 2


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Main goals of the project

- Encouraging the integration of algorithmic thinking into daily teaching through different subjects from the first to fourth grade of primary school
- Training of teachers including the acquisition of contemporary knowledge and skills connected to different ICT related innovative teaching methodologies such as Problem-Based Learning (PBL), Inquiry-Based Learning (IBL), Game-Based Learning (GBL)
- Creating blended learning e-course in LMS (syllabus, materials in English and (partly) in Croatian) for further using in the partner countries and beyond


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Purpose of workshops

- Encouraging the integration of coding and algorithmic thinking into daily teaching through different subjects in students' younger ages in a fun and attractive way
- Special focus will be on using educational strategies of Game-Based Learning (GBL) and gamification in order to foster creativity, logical thinking, and problem-solving skills.
- General goal: Improving students' attitudes towards coding and the development of algorithmic thinking of younger students, reducing the "fear" towards coding and increasing students' interest in the selection of future careers in the ICT and STEM areas (in the long term).

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Workshops

- Three workshops:
 - Workshop 1: Game-Based Learning (GBL) and unplugged activities
 - Workshop 2: Problem-Based Learning (PBL), online quizzes and logical tasks
 - Workshop 3: Games and tools for learning programming


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Games for Learning
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What have we done so far?

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Reminder about the Workshop 1

- Workshop 1: GBL and unplugged activities
- Learning outcomes:
 - describe principles of Game-Based Learning
 - use Web 2.0 tools for creating content for unplugged activities
 - create learning scenarios in order to develop innovative ideas for carrying out unplugged activities in different school subjects




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Learning scenarios carried out in schools for different subjects

- The outstanding learning scenarios as examples of good practice

Rhythmic and dance structures	Playing and revising about the traffic	Addition and subtraction to 20
		
Author: Hilda Vireo	Author: Sonja Perovic	Author: Ana Cukic
Subject: Physical Education (4th grade)	Subject: Nature and Society/Homeroom class (2nd grade)	Subject: Mathematics (1st grade)

Available at: https://glat.uniri.hr/?page_id=2371

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Games for Learning Algorithmic Thinking

What is next?

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Workshop 2: Problem-Based Learning (PBL), online quizzes, and logical tasks

- Learning outcomes:
 - Describe the principles of Problem-Based Learning
 - Use Web 2.0 tools for creating logical tasks and online quizzes
 - Create learning scenarios in order to develop innovative ideas for carrying out logical tasks and online quizzes
 - Implement learning scenarios for different courses in the classroom with the students from 1st to 4th grades of primary school

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In the following workshop pay attention to... 1/3

Computational and algorithmic thinking (CT & AT)

- Include elements in learning scenarios - along with the learning outcomes related to the courses, include those that relate to CT & AT

Learning scenarios

- After the Workshop 2, it is mandatory to implement at least one scenario
- Use games, quizzes or logical tasks prepared for computer/tablet/smartphone for at least one example (not only unplugged activities)
- Use PBL and group work

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In the following workshop pay attention to... 2/3

About a review of the activity conducted in the classroom

- The teacher's review or reflection is very important.
- Write more extensive reflections, particularly on whether the learning outcomes related to algorithmic and computational thinking have been achieved.
- State the number of students who participated in the learning activity.
- Describe how your students have accepted learning activity.
- Describe the achievement of all learning outcomes in the scenario.
- Define what would you like to change before the next implementation of the scenario.

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In the following workshop pay attention to... 3/3

Other

- Pay attention to the copyright for images, videos, and other materials collected from the web.
- Photographing and interviewing students requires written parents' consent

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Questions



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Games for Learning Algorithmic Thinking

Let's start...



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Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 1: Introduction to Problem Based Learning (PBL)

Expected Learning Outcomes

- Demonstrate competence in the principles, process and application of Problem Based Learning in learning situations/scenarios.
- Use the principles of PBL to design lessons for stimulating algorithmic thinking in problem-solving engagements.

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - collaboration
- Peer-review

Sources of training materials

- Video “Learning scenario designing environment LePlanner.net”: <https://vimeo.com/168032150> (20.8.2018.)
- LePlanner: <https://beta.leplanner.net/#/> (20.8.2018.)
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Duration: 1 hour (45 minutes)

Topic/Sub-topics	Learning Objectives	Evaluation
1. INTRODUCTION TO PROBLEM BASED LEARNING	<i>Participants will be able to demonstrate competence in using the principles and process of the PBL approach to solving problems.</i>	Learners explore and distinguish PBL from other learning approaches and argue for its relevance or otherwise – relative to the various learning scenarios.
1.1. Problem Based Learning Explained (definition and descriptions)	Explain and describe PBL – with the emphasis of relevant descriptors	
1.2. Key principles of Problem Based Learning	Identify and describe the key principles and characteristics underpinning PBL	
2. PRACTICAL – HANDS-ON PBL ACTIVITIES	<i>Participants will be engaged in the identification of PBL related cases, demonstrate the ability to address them and review proposed solutions.</i>	Learners identify real-life or learning cases where PBL is applicable, define the problem and use PBL principles to propose solutions to the problems as a group activity.
2.1. Modelling the PBL approach in conceptual problem cases/learning scenarios	Identify real-life and learning cases and where PBL could be applied Propose process and procedures in the PBL approach	Learners are engaged in peer-reviewing discussion of proposed or administered solutions.





Presentation: Introduction to Problem Based Learning (PBL)



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Workshop 2: Problem Based Learning (PBL), online quizzes, and logical tasks

Session 2: Introduction to Problem Based Learning
(PBL)

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Agenda

- Problem Based Learning Explained (definition and descriptions)
- Key principles of Problem Based Learning
- Case illustrations and demonstration in the context of teaching coding

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What is PBL? 1/2

Classical/linear instructional sequence:

- The teacher presents the new knowledge (concepts, facts, procedures, rules)
- Learners apply the knowledge to solve a pre-defined problem
- The teacher gives positive or negative feedback

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What is PBL? 2/2

Alternative, cyclic/iterative PBL sequence:

- The teacher presents a phenomenon from real-life context
- Learners work in groups to define a problem
- Learners seek theoretical/subject knowledge that can help to solve the problem, teacher facilitates; if needed, the problem is rephrased
- Learners collaborate while applying the new knowledge to solve the problem, teacher facilitates
- Learners reflect and compare each other's solutions (using subject knowledge), teacher gives feedback (assessment for learning), learners improve their solution and seek new knowledge if needed


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Defining PBL

- PBL is a pedagogical design that uses a real-life problem to trigger learners' engagement in collaborative learning and to improve their strategies of critical thinking, information seeking, and knowledge sharing.
- PBL is similar to:
 - Inquiry-based learning (knowledge is discovered through active experimentation and hypothesis-testing, not "acquired from the textbook")
 - Project-based learning (hands-on collaboration on a deliverable)
 - Case-based learning (solving tasks related to a real-life case)
 - Active learning (students are actively engaged in knowledge building)
 - Experiential learning (planning, enacting the plan, reflection on action, theory-inspired explanation)


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What is not PBL (although it looks like it)?

- Solving well-structured math problems to retain knowledge presented by teacher (a single correct solution & answer)
- Discussing general (personal, global) problems/dilemmas without trying to solve them
- Solving problems without learning anything new related to domain knowledge or curriculum objectives

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PBL principles

Problem Based Learning is:

- Student-centred and self-directed, not teacher-led
- Collaborative, not individual
- Iterative, not linear (regarding the structure of learning process)
- Active, not passive (regarding learners' role)
- Reflective, not silent
- Develops/improves subject knowledge, not "just fun"

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Discussing about PBL
Group activity


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Well, this is embarrassing...

- The next steps would have been lecturing about problem types and quality, design process, scaffolding and assessment in the context of PBL, but ...
- Was the beginning of this workshop PBL (did I teach what I preach?)
- How should I have designed it, if I wanted this session to become truly a PBL experience for you as learners?

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Exploring case illustrations
Group activity

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


Example 1: 4th grade science lesson, Moldova

- Topic: elastic force and friction
- Task: in groups of 4, compile and program a robot that would illustrate your story that explains the phenomena




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https://youtu.be/0asqakc_WSY


Example 2: PBL teacher training in Estonia

- Trigger: the most well-known children song (Duck the Engineer)
- Task: define and solve a problem, using coding and/or robotics



https://youtu.be/0asqakc_WSY

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Example 3: 5th grade science lesson in Estonia - www.progetiiger.ee

- Topic: renewable energy
- Task: build a model of a wind generator using Strawbees & Quirkbot




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Identifying cases where PBL could be applied
Group activity

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Identify real life and learning cases where PBL could be applied

Peer-to-peer activity:

- Select a well-known Croatian children song or cartoon
- Define a problem
- Propose initial solution
- Assessment criteria: explain task types, design process, scaffolding and assessment in PBL based on this examples
- Discuss the proposed PBL cases




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Questions



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Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 2: Problem-solving in logical games

Expected Learning Outcomes

- Understand the process of problem-solving
- Being able to develop the methodology for using problem-solving in role-playing by mutual collaboration

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration

Sources of training materials

- Digital competence, Europass: <https://europass.cedefop.europa.eu/resources/digital-competences> (14.6.2019.)
- Production of Creative Game Based Learning Scenarios – A handbook for teachers, ProActiveEU Life-Long Learning project: http://www.ub.edu/euelearning/proactive/documents/handbook_creative_gbl.pdf (21.8.2018.)

Duration: 3 hours (135 minutes)






Topic/Sub-topics	Learning Objectives	Evaluation
1. DIGITAL TOOLS WITHIN THE PROCESS OF PROBLEM-SOLVING	<i>Participants will recognise the process of problem-solving.</i>	Learners explore and analyse examples of problem-solving techniques in order to point out typical characteristics of logical reasoning.
1.1 Introduction to problem-solving	Identify the concepts of: Analytical ability, Creative Thinking, Initiative, Logical Reasoning	
1.2 Developing problem-solving skills	Understand the role of analytical and creative skills in the process of problem-solving	
1.3 Problem-solving within games and puzzles	Explore the logical features in serious games	
3. ROLE-PLAYING METHODOLOGY	<i>Participants will recognise the methodology of role-playing in serious games.</i>	Learners explore and analyse examples of role-playing and knowledge gathering to understand the practice of solving tasks by the active participation of the students in the class and online (work in groups).
2.1 Developing the skills for mutual collaboration accepting different responsibilities (roles) participating in games that support algorithmic thinking	Introducing the power of simulation of playing various complementary roles focused on problem-solving and their implementation Implementing various in-class role-playing scenarios	



Presentation: Digital tools within the process of problem-solving



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Workshop 2: Problem Based Learning (PBL), online quizzes, and logical tasks

Session 2: Problem solving in logical games
Digital tools within the process of problem-solving

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Agenda

- Introduction to problem solving
- The problem solving skills
 - Analytical thinking
 - Creative thinking
 - Team work
- Developing the problem-solving skills
- Games for enhancing problem solving skills

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Motivation

- The main goal of the workshop is related to the algorithmic thinking development.
- Algorithmic thinking is developed by using skills for solving various problems that reflect real issues.
- Algorithmic thinking is related to **problem-solving skills, logic and creativity.**

- HENCE ... Problem solving

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Why we talk about problem solving?

- Problem solving skills lead toward developing algorithmic thinking
- Problem solving is part of everyday life ...
 - we continually make and execute algorithms
 - we design series of activities

This world is fully comprehensible only for those who are familiar with the basics of these activities.


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Let's answer, what is problem solving?


- We meet problems in our everyday life
- Some problems that students have (younger and older):
 - how to travel from home to school
 - how much money is needed to buy bread and something sweet 😊
 - planning the allowance to last till the end of a week
 - developing a strategy to reach the next level of a computer game
 - debugging a computer program
 - ...

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The most important skill

- Problem-solving is the ability to deal with problems
 - To identify
 - To solve
- Do it systematically !!!



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Advantages of learning problem solving

- Employing science processes – STEM education
- Employing science processes in non-science subjects, daily life
- Problem solving develops HIGHER thinking skills
- Develops responsibility, creativity, resourcefulness, critical thinking
- The students learn to accept opinions and evidence shared by others – TEAM work

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Problem solving is a process...

- **Problem-solving** is a process—an ongoing activity in which we take what we know to discover what we don't know.
- Problem-solving involves three basic functions:
 - seeking information
 - generating new knowledge
 - making decisions

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What does it take to be able to solve a problem?

- Problem solving involves both analytical and creative skills.
- The following skills are key to problem-solving:
 - analytical ability
 - creative thinking
 - initiative
 - persistence
- Analytical and critical thinking skills helps to evaluate the problem and to make decisions.

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The five steps model

- A logical and methodical approach in finding solution using 5 five-steps model
- Has direct applications to many areas of the curriculum and everyday life
- Steps:
 1. Understand the problem.
 2. Analyze the problem.
 3. Identify various solutions.
 4. Try out a solution.
 5. Evaluate the results.

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In other words.. stages to solving a problem

```

    graph TD
      A[Evaluate the problem] --> B[Gather information]
      B --> C[Identify solutions]
      C --> D[Break problem into parts]
      D --> E[Select best solution]
      E --> F[Take Action!]
      F --> G[Test and review]
      G --> H[Examine results]
      H --> A
    
```

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Analysing examples

Group activity

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Let's learn through example

- The 5 steps through an example
- The following examples are from:
 - Dabar, Croatia, <http://ucitelj.hr/vjezbaliste/> or
 - Bebras Computing Challenge, <http://www.bebaschallenge.org/>

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Emily has broken her favourite bracelet. The broken bracelet now looks like this:

Question:
Which of the following four bracelets shows what the bracelet looked like when it was whole?

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1. Understand the problem

- It's important that students understand the nature of a problem and its related goals.
- Encourage students to frame a problem in their own words.
- Spread-sheets helps.

- What do you know

- What do you need to find

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1. Understand the problem – the example

Let's do it!

- How would you describe the problem?
- ...
- We should find the bracelet that connects the ends of the string and fits the other parts

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2. Analyzing the problem


- Describe any barriers (obstacles)
- In short, what is creating the problem?
 - Encourage students to verbalize these obstacles is always an important step.
- Techniques to understand the nature of a problem and its conditions:
 - List all related relevant facts.
 - Make a list of all the given information.
 - Restate the problem in your own words.
 - List the conditions that surround a problem.
 - Describe related known problems.

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2. Analyze the problem – the example

- The data:
 - There are 6 different shapes.
- The conditions:
 - The ends of the string must be next to each other in the bracelet.
 - The shapes needs to be in the same order in the bracelet.
- Obstacles:
 - The order is not symmetrical.



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3. Identify various solutions


- There are **MANY strategies** and no single strategy will work for all problems.
- Some problem-solving possibilities:
 - Create visual images.
 - Create a table.
 - Use physical objects.
 - By moving objects around on a table or desk, students can develop patterns and organize elements.
 - Work backward.
 - Look for a pattern.
 - Create a systematic list (table).

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3. Identify various solutions – the example

- The possible solutions are offered
 - See if the solution is meeting the conditions and avoids the obstacles
- The student can draw their idea of a solution and then compare to the offered ones
- The student can move the objects to organize elements



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4. Try out a solution

Important clues:

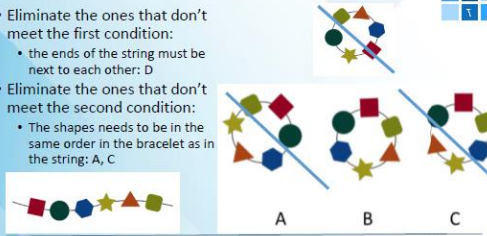
- Keep accurate and up-to-date records of student thoughts, proceedings, and procedures.
- Try to work through a selected strategy or combination of strategies until it becomes evident that it's not working.
 - It needs to be modified.
 - It is yielding inappropriate data.
- Monitor with great care the steps undertaken as part of a solution.

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4. Try out a solution – the example

- Eliminate the ones that don't meet the first condition:
 - the ends of the string must be next to each other: D
- Eliminate the ones that don't meet the second condition:
 - The shapes needs to be in the same order in the bracelet as in the string: A, C



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5. Evaluate

- Students should SELF - measure their problem solving skills
- Independence!
- Maybe ask the students questions such as
 - "How do you feel about your progress so far?"
 - "Are you satisfied with the results you obtained?"
 - "Why do you believe this is an appropriate response to the problem?"

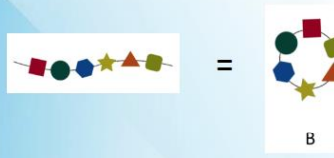
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5. Evaluate – the Example

- The solution is B



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Analysing examples

Group activity

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Example

- Solving mathematical problems by:
 - guessing the answer and then checking that the guess fits the conditions of the problem.
- "Guess and Check" - a problem-solving strategy
- The problem:

Ben knows 100 football players by name. Ten are from Real Madrid. The rest are Juventus and Barsa. He knows the names of twice as many Barsa as Juventus. How many Juventus players does he know by name?

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The steps for the example

- Understand the Problem
 - This involves finding the key pieces of information needed to find the answer.
 - May require reading the problem several times, and/or students putting the problem into their own words.

We need to find out how many players does Ben know from Juventus, by following the given facts and conditions

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The steps for the example

- Analyze
 - Gather data, conditions, obstacles
 - Data: 10 Real Madrid's
 - Conditions:
 - the number of Juventus and Barsas should equal 90
 - there are twice as many Barsas as Juventus

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The steps for the example

- Identify various solutions
 - Choose a Strategy
 - Use the "Guess and Check" strategy.
 - Guess and check is often one of the first strategies that students learn when solving problems.
 - This is a flexible strategy that is often used as a starting point when solving a problem, and can be used as a safety net, when no other strategy is immediately obvious !!!

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The steps for the example

- Try a solution
 - Now, solve the problem. You may want to set up a table to record the GUESSES.

Guess Number	Juventus	Barsa	Real Madrid	Total
First Guess	10	20	10	40

- Guess a greater number of Juventus.

Guess Number	Juventus	Barsa	Real Madrid	Total
First Guess	10	20	10	40
Second Guess	20	40	10	70

- Now guess a greater number of Juventus.

Guess Number	Juventus	Barsa	Real Madrid	Total
First Guess	10	20	10	40
Second Guess	20	40	10	70
Third Guess	40	80	10	130

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Finally, the answer!


Guess Number	Juventus	Barsa	Real Madrid	Total
First Guess	10	20	10	40
Second Guess	20	40	10	70
Third Guess	40	80	10	130
Fourth Guess	30	60	10	100

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The steps for the example



- Evaluate the solution
 - Read the problem again to be sure the question was answered.
 - Yes, I found the number of Juventuses.
 - Check the math to be sure it is correct.

30 doubled is 60.

$30 + 60 + 10 = 100$

• SOLUTION!

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Analysing examples

Group activity

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Let's try together




- Working in groups solve the problem by following and explaining the steps:
 - Understand the problem
 - Analyze
 - Identify various solutions
 - Try out a solution
 - Evaluate the results

Robot is collecting interesting stones by repeating these commands:

IF there is one stone in the square, then move to the next square.

IF NOT - take one stone and move forward the same number of squares as there are stones left on the square.



How many stones will be gathered by the robot?

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Creative thinking and team work

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Creative thinking




- Sometimes, creative thinking will be necessary
 - ideas for resolving the problem and find fresh approaches





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Don't forget... TEAM work




- Team working is often a key component in problem-solving
 - Not everyone has analytical and critical thinking potential
- The students learn to accept opinions and evidence shared by others
 - Letter about Role playing in team working




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Why groups are more effective decision makers



- Only one might not have all the knowledge or resources to find the solution
- Groups "see" from different angles
- Group easier test different ideas before one is selected and implemented



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Games for Learning Algorithmic Thinking

Developing the problem-solving skills with games

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Developing the problem-solving skills

Most problem-solving skills are developed through everyday life and experience by utilizing:

- 'Mind games' such as cryptic crosswords, Sudoku, chess, bridge,...
- Computer games – the chosen ones can include:
 - strategic planning
 - critical and statistical analysis
 - assessing the pros and cons of different courses of action

Enhancing Problem solving skills with games

- Utilizing digital tools
- We need digital competence to choose the right games – ed-websites
- www.funbrain.com
 - an award-winning interactive learning and "edutainment Web site" links K-8 children, parents, and teachers. It gives a choice of math problems and the level you want to practice.
- www.educationworld.com
 - High energy, engaging games in math, Language Arts, Science, Social Studies, The Arts, and thinking games all to be found here either by subject or grade level.

Some games for elementary school

- <https://www.funbrain.com/pre-k-and-k-playground>
 - Fun games for warming up
- <https://www.funbrain.com/games/pig-pile>
 - Fun game for logical que of steps
- <https://www.funbrain.com/games/word-derby>
 - English language
- <https://www.funbrain.com/games/inkster>
 - Math (grade 3-4)

Some fun

- Games that develop problem solving skills
 - <https://www.funbrain.com/games/pig-pile>
 - <https://www.funbrain.com/games>

Discussing examples

Group activity


Discussing examples

- Explore and discuss in groups possible usage of games that develop problem solving skills as well as other games and math tasks at www.funbrain.com in different subjects in primary school.
- Share your ideas with other groups.

Questions



Presentation: Role-playing games



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Workshop 2: Problem Based Learning (PBL), online quizzes, and logical tasks

Session 2: Problem-solving in logical games
Role-playing games

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Agenda

- Role-playing and knowledge collection
- Integration of role playing into learning process
 - Possible in-class role-playing educational games
 - Possible online role-playing educational games


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Motivation for role-playing in education

- Role-playing is a team-based educational technique that stimulates mutual in-class / online collaboration and cooperation.
- Introduces the power of playing various complementary roles focused on problem solving.
- Stimulates fine motor skills.
- Role-playing can be easily extended with competition elements.
- Competition make the games even more effective.


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What is role-playing?

- Multiplayer learning activity in which students behave in the way someone else would behave in a particular situation
- Pupils get a particular role and act towards fulfilling the task assigned by that goal


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In-class activities for pupils

- Suitable for younger pupils who are not already familiar with the topic
- Topics should be very close to the official syllabus of basic courses
- After initial lecture, each pupil is assigned a particular role
- Pupils get a question related to their role and generate the answer
- Each successfully answered question leads to some reward
- In-class role-playing can be performed as a competition between the teams consisting of the pupils with the same role


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In-class scenario

- Learning the four arithmetic operations for the numbers up to:
 - 100 / 1000 / 10000, depending on the class
- Four teams: addition, subtraction, multiplication and division
- The game starts with an initial pool of questions for each operation
- Each new question is harder than the previous ones

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Examples for in-class scenario


- Addition: $2 + 3$; $3 + 5$; $4 + 9$; $6 + 11$; $7 + 14$; $9 + 23$; $16 + 35$
- Subtraction: $5 - 1$; $7 - 3$; $12 - 5$; $16 - 5$; $14 - 9$; $21 - 12$; $41 - 27$
- Multiplication: $2 * 3$; $3 * 6$; $4 * 7$; $5 * 8$; $6 * 9$; $12 * 6$; $14 * 7$
- Division: $8 / 2$; $12 / 3$; $21 / 7$; $35 / 5$; $64 / 8$; $96 / 12$; $112 / 7$

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In-class role-playing 1/2

- Teacher assigns the roles to all the pupils
- The board is divided into four sectors, one for each team
- Pupils with the same role make one team
- Teams are named (for example: flowers, butterflies, birds, fishes)




<https://easydrawingguides.com/how-to-draw-cartoon-flowers/>

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In-class role-playing 2/2

- All team members make a queue.
- Teacher poses the question.
- The pupil answers the question, other team members can help
- If the answer is correct, teacher draws a part of the corresponding team symbol.
- After one tour of the game, the roles are exchanged.



All the drawings are copied from <https://easydrawingguides.com/how-to-draw-cartoon-flowers/>

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More advanced level

- Prerequisite: successfully finished basic level by all the four teams
- Expressions with several operations
- Teams announce that they know the right answer
- The fastest team answers the question
- If the answer is wrong, the second team can try as well
- If no one gives the right answer, teacher should explain why
- The expressions should be gradually introduced:

$2+5-6$	$8-4+9$	$6+8-3-5$	$9-4+5-2+3$
$2*5*6$	$8/4*9$	$6*8/3*5$	$9*4*5/2/3$
$2+5*6$	$8/4+9$	$6*8+3*5$	$9*4+5+2*3...$

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Role-playing online scenario – an example

- The goal is to paint an image, for example, one or several cartoon heroes, which are invisible at the beginning of the game
- The computer game teacher is a painter, who reacts to pupil's responses
- Again, pupils are divided into teams
- Each team has its own color: yellow, blue, green, and pink
- Questions are randomly generated
- Correct answer leads to one small part of the image of the heroes painted in the color of the team
- When the game ends, the whole image is completed

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Computer role-playing games

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Computer role-playing games

- One of the most important genres on PC
- Include complex, controllable relationships with companions or non-playable characters
- Forums and guides exist in support of this play style
- Boys usually play massively multiplayer online role-playing games (MMORPG)
 - A virtual SF or fantasy world
 - Players interact with one another to conquer the virtual world
- Girls prefer the canonical role-playing games (RPG)
 - Emphasize story
 - Let you inhabit a customizable character through skill points, inventory, and dialogue decisions

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Famous RPGs

- Pokemon
- Final Fantasy
- Dragon Quest
- World of Warcraft
- Mass Effect 2
- Ever Quest
- Guild Wars
- Massively played
- Generate enormous income



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Edutainment software and role-playing

- Edutainment software supports role-playing
- Games are adjusted to pupil's age (complete beginners, elementary school, intermediate, exam levels)
- Typical examples:
 - Mathematics: Math Quest, Bunny Math Race for Kids, Monster Squeeze
 - English: Catch the Burglar, Free letters and sounds game, Emergency Services Role Play Cards, Drama Word Talent
 - Science: Job's Animal Barn, Classcraft, Cytosis (board game)
 - History: The Oregon Trail, Medieval Merchants (board game), Civilization Revolution, The Settler

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Games for Learning
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Analysing examples

Group activity

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Example 1: Bunny Math Race

- Available from <http://beiz.com/bunnymathrace.html>
- FREE download: <https://itunes.apple.com/app/id661137493>
- Race between up to 6 bunnies
- Intended for children from 3 to 8 years
- Reward: more carrots ☺

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Bunny Math Race - Video



<https://www.youtube.com/watch?v=fYH0iKsWzRc>

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Example 2: Jobi's Animal Barn

- Available from: <https://www.yellephant.net/>
- Free download: <https://appsonwindows.com/apk/2002373/>
- Features:
 - How do farmers grow and harvest vegetables?
 - How to clean the barn: remove spider webs, collect chicken eggs, help small ducklings find their mom, wash the piggies, feed the cows?
 - How to take care of sheep: feeding, shearing and guarding?
 - How do farm animals look like?
 - How to look after them?
 - How do root vegetables look like?
- Intended for children from 3 to 8 years

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Jobi's Animal Barn - Video



<https://www.youtube.com/watch?v=8xjiQShwTE0>

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Advantages of role-playing

- Stimulates active learning - children learn by doing
- Amusing
- Very popular and easy to use
- Important part of child development
- Builds confidence, creativity communication and problem solving
- Fosters the development of motor skills
- Role-playing can be very competitive
- Stimulates interaction, mutual communication and collaboration
- Leads towards achieving common goals

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Role-playing scenarios with problem solving

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Reminder of the in-class scenario

- How does a scenario fulfill the five criteria:
 1. Understand the problem
 2. Analyze the problem
 3. Identify various solutions
 4. Try out a solution
 5. Evaluate the results

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In-class scenario

- Learning the four arithmetic operations for the numbers up to:
 - 100 / 1000 / 10000, depending on the class
- Four teams: addition, subtraction, multiplication and division
- The game starts with an initial pool of questions for each operation
- Each new question is harder than the previous ones

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1. Understand the problem

- Motivation:
 - Each pupil should demonstrate the capability to perform the four basic arithmetic operations.
- Advantage of role-playing for problem perception
 - Four eyes watch better than two.
 - Any misunderstanding can be avoided by interactive communication between team members.
 - Team leader can negotiate with the teacher to resolve prospective dilemmas.

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Explanation of the problem

- Remember what is your role (+ - * /).
- See the question carefully ($2 + 3$; $5 - 1$; $2 * 3$; $8 / 2 \dots$).
- Check whether it represents your role.
- Guess the result of this operation ($5; 4; 6; 4 \dots$).
- Tell it to all the others.
- If you don't know the result, pass the task to next member of your team (or ask your team members for help).

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2. Analyze the problem

- Gather data:
 - arithmetic expressions with two numbers and one arithmetic operator
- Obstacles:
 - Expressions are sorted from easiest to most complex.
 - Expressions with all the arithmetic operators of same complexity are randomly ordered.
- Conditions:
 - Find the correct answer.

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3. Identify various solutions

- The solution part is either a problem solving task (like the example on the previous slides), or a multiple choice question task (like in the Bunny Math Race).
- For both approaches, the most appropriate strategy is "Guess and check."
- Pupils guess the prospective correct answer and check it with the exact result.

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Role-playing and various solutions

- This strategy is the most natural for the pupils, who will definitely first use their own fingers to check the correctness.
- Several pupils will sometimes generate more than one solution.
- Their mutual communication increases the willingness to propose the correct answer.
- Teacher's help should be encouraged in favor of delegating the role to other pupils, or to the whole team.

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4. How to check the answer correctness?


- Scale 
- Seesaw 
- Buttons 

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Try the solution

- Seesaw is useful for the easiest exercises.
- Scales are applicable for more complex tasks including multiplication.
- Colorful buttons are the universal solution verifier.
- By using them, twice as much roles can be assigned, four for those who guess the answer (guessers), and four for those who verify it (verifiers).



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Creative thinking and active learning

- The verifiers should arrange the buttons in a way that proves the correct solution.
- The verifiers should arrange the buttons in a way that disproves the wrong solution.
- In both cases, the verifiers learn by doing, or even better, learn by becoming.
- Roles are exchanged after one tour, each pupil is a prospective verifier.

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5. Evaluation

- If the answer is correct, one part of the corresponding team symbol is drawn on the board.
- The direct correct answer means a full part of the drawing.
- The correct answer obtained after several attempts will be drawn fully after all the attempts.
- With such approach the winners will be visible soon.

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Analysing role-playing games examples

Group activity


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The problem- Beavers in the elevator

- 3 beavers enter in an elevator on 9th floor. The first beaver goes to the 1st floor, the second to 16th, and the third to the 20th floor.
- In what order should the elevator go to make the shortest route possible?

A. 9 → 16 → 20 → 1
 B. 9 → 20 → 16 → 1
 C. 9 → 1 → 16 → 20
 D. 9 → 16 → 1 → 20



Available from: <http://ucitel.hr/viezbaliste/>

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Your assignment


- How does the problem „Beavers in the elevator” fulfil the five learning criteria?
- Which are the five criteria:
 - Understand the problem
 - Analyze the problem
 - Identify various solutions
 - Try out a solution
 - Evaluate the results

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Understand the problem

- Three pupils enter the elevators on the 9th floor
- Role 1 should arrive to 1st floor
- Role 2 should arrive to 16th floor
- Role 3 should arrive to 20th floor
- The elevator should travel as short as possible




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Analyze the problem

- There are many solutions
- Start from 9th floor and go down
- Start from 9th floor and go up
- If the elevator goes up, it can stop on the:
 - 16th floor and carry on up or down
 - 20th floor and carry on up or down
 - ...
- If the elevator goes down, it can stop on the:
 - 1st floor and then go up
 - ...



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Identify various solutions

- A. 9 -> 16 -> 20 -> 1
- B. 9 -> 20 -> 16 -> 1
- C. 9 -> 1 -> 16 -> 20
- D. 9 -> 16 -> 1 -> 20
- E. 9 -> 20 -> 1 -> 16
- F. 9 -> 1 -> 20 -> 16

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The game - prerequisites

- Plates with the numbers 1., 16. and 20. (the role)
- Three sets of tiles, each consisting of the numbers from 1 to 20
- Paper ladder with numerate fields
- Paper ladder is put on the floor

1	2	3	4	5	6	7	8	9	1	1	1	1	1	1	1	1	1	1	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

- The class is divided into k triples
- If the number of pupils is $3 \cdot k - 1$, the teacher becomes a member of one team
- If the number of pupils is $3 \cdot k + 1$, one pupil becomes a judge

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Playing the game

- All the pupils from the team step on the field **9**
- Randomly selected role (let's call it **A**) takes all pupils towards its floor
- Pupils go field by field, counting the number of steps they made
- Pupil **A**:
 - Arrives at its destination
 - Finishes the journey
 - Takes all the three tiles with the corresponding number of steps
 - Shares them to other pupils
- The game is repeated with the remaining two pupils

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Try out the solutions

Potential solutions: <ul style="list-style-type: none"> A. 9 -> 16 -> 20 -> 1 B. 9 -> 20 -> 16 -> 1 C. 9 -> 1 -> 16 -> 20 D. 9 -> 16 -> 1 -> 20 E. 9 -> 20 -> 1 -> 16 F. 9 -> 1 -> 20 -> 16 	Path length: <ul style="list-style-type: none"> (16 - 9) + (20 - 16) + (20 - 1) = 30 (20 - 9) + (20 - 16) + (16 - 1) = 30 (9 - 1) + (16 - 1) + (20 - 16) = 27 (16 - 9) + (16 - 1) + (20 - 1) = 41 (20 - 9) + (20 - 1) + (16 - 1) = 45 (9 - 1) + (20 - 1) + (20 - 16) = 33
--	--

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Evaluate the results

- All the teams play the game
- They remember the order of finishing the game
- The pupil of each team with three tiles sums their amounts
 - For solution A. $7 + 4 + 19 = 30$
 - For solution B. $11 + 4 + 15 = 30$
 - For solution C. $8 + 15 + 4 = 27$
 - For solution D. $7 + 15 + 19 = 41$
 - For solution E. $11 + 19 + 15 = 45$
 - For solution F. $8 + 19 + 4 = 33$
- The shortest path is C. 9 -> 1 -> 16 -> 20

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Questions



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Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 3: Online quizzes and logical tasks

Expected Learning Outcomes

- Choose logical tasks suitable for different school subjects and providing propaedeutic for algorithms and programming
- Create new examples of logical tasks suitable for different school subjects and providing propaedeutic for algorithms and programming

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Individual activity
- Group activity - collaboration

Sources of training materials

- Bebras, International Challenge on Informatics and Computational Thinking: <https://www.bebas.org/> (30.6.2018.)
- LearningApps: <https://learningapps.org/> (4.7.2018.)
- Teaching London Computing: <https://teachinglondoncomputing.org/> (4.7.2018.)
- e-laboratorij CARNet, ankete/kvizovi: <http://e-laboratorij.carnet.hr/category/interaktivni-sadrzaji/> (4.7.2018.)

Web 2.0 tools:

- Learningapps: <https://learningapps.org/> (4.7.2018.)
- Kahoot: <https://kahoot.com/> (30.6.2018.)
- Wizer: <https://app.wizer.me/> (30.6.2018.)
- Match the memory: <https://matchthememory.com/> (4.7.2018.)

Duration: 3 hours (135 minutes)






Topic/Sub-topics	Learning Objectives	Evaluation
1. LOGICAL TASKS AND QUIZZES FOR DEVELOPMENT OF ALGORITHMIC SKILLS AND THINKING	<i>Participants will be able to classify logical tasks for propaedeutic of algorithm and programming and construct quiz appropriate for implementation.</i>	Learners explore examples and resources in order to discuss different types of logical tasks for the development of algorithmic skills and their application in school.
1.1. Classification of tasks for the development of algorithmic skills and thinking; examples from different school subjects	Classify logical tasks providing propaedeutic for algorithms and programming	
1.2. Main requirements for online quizzes development	Construct quizzes appropriate for online implementation	
1.3. Demonstration of examples of different logical tasks and quizzes developed in Web 2.0 environment (Learningapps.org, Kahoot, etc.) and applicable in school subjects	Experiment with existing examples of logical tasks and quizzes in the form of games	
2. DEVELOPMENT OF EXAMPLES OF LOGICAL TASKS AND QUIZZES	<i>Participants will be able to create examples of logical tasks, appropriate for different school subjects.</i>	Learners modify some of the examples and discuss the possibilities of implementation of the tasks in school subjects and lessons (group activity).
2.1. Modification and adaptation of examples of logical tasks for different school subjects	Create new examples of logical tasks based on given examples Give new examples of logical tasks for algorithmic thinking	
2.2. Development of examples of logical tasks		





Presentation: Online quizzes and logical tasks



Games for Learning
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Workshop 2: Problem Based Learning (PBL), online quizzes, and logical tasks

Session 3: Online quizzes and logical tasks

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Agenda

- Logical tasks and quizzes for the development of algorithmic thinking
 - classification of tasks and examples from different school subjects
 - demonstration of examples of different logical tasks and quizzes developed in Web 2.0 environment
- Development of examples of logical tasks and quizzes for different school subjects

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Classification of tasks for the development of algorithmic skills and thinking

Search, find and sift essential from non-essential information	Summarize and exclude items by attribute	Compare and classify	Define and follow the sequence of actions
Describe the sequence of actions	Detect errors in the algorithm	Design algorithms	Write the commands (steps) of an algorithm

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Analysing examples


Group activity

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Example: Search, find and sift essential from non-essential information


The elephant lives in the savannah. It is the largest animal that lives on land. Its body is 7 and a half meters long (along with its trunk). Its weight reaches 7 tons in males and 4 tons in females. With its trunk the elephant picks up twigs, drinks water, spills sand over its body.



Task 1. Specify two facts in the text to prove that the elephant is a huge animal.

Task 2. The text describes the purpose of the elephant's trunk. Record three things the elephant can do with it.


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Example: Summarize and exclude items by attribute


<p>Find the redundant word in each row</p> <ul style="list-style-type: none"> • a) father, son, friend, grandmother; • b) button, shirt, trousers, skirt; • c) pigeon, swallow, squirrel, sparrow; • d) cherry, pine, plum, peach 	<p>Which general word can be used to refer to the following items?</p> <ul style="list-style-type: none"> • a) a ball, a doll, a truck, a teddy bear ..; • b) pine, fir, oak, beech, oak ..; • c) tram, train, lift, truck ..; • d) rubber, brush, spray, polygon ..;
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Example: Comparison and classification

- Look at the picture. Which basket contains more balls?



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Examples: Comparison and classification

- Earth, Jupiter and Mars are planets from the Solar System. Jupiter is larger than Earth, and Mars is smaller than Earth. Arrange the planets by size, starting with the smallest.

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Example: Comparison and classification

- Regroup the shapes into different groups.

A)

B)

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Example: Define and follow the sequence of actions

- Which is the correct sequence for finding the circumference (perimeter) of a triangle? Use numbers 1, 2 and 3 to mark the sequence in the table.

	Sum up the lengths of the sides
	Write and record the answer
	Measure the length of the sides

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Examples: Description of a sequence of actions

- Write the sequence of actions to find the side length of a square in a given perimeter.
- $p = 4. a = p : 4$

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Example: Detection of errors in an algorithm

- Fix any errors:

To clean my teeth:

1. I get a brush.
2. Brush my teeth.
3. Place some paste on the brush.
4. Rinse with water.

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Example: Detection of errors in an algorithm

- Ann used arrows to write an algorithm in Algo with commands for moving in 4 directions. The aim of the algorithm is Ko to reach point A on the way colored in brown. Find the errors in the code.

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Example: Detection of errors in an algorithm

- Bobby is in front of the hot drinks machine. He tried to buy hot chocolate in the following way:
 1. Take the cup of hot chocolate.
 2. Put a coin.
 3. Press the hot chocolate button.
- Help Bobby to perform the actions in the right order so that he could get hot chocolate from the vending machine.

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Examples: Detection of errors in an algorithm

An element of a user's profile is hidden in the grid.

A) What kind of element is it?
B) Which is the right code for Tabby to find this element?

a	w	o	r
P	i	a	t
a	r	o	a
s	a	l	r

A)

B)

C)

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Analysing examples - learningapps.org
 Individual activity

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LearningApps.org GLAT resources

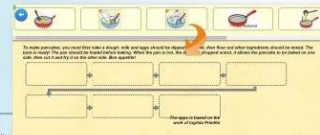



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Let's play the role of a student

- Go to www.learningapps.org
- Login with user name Glat*, password – glat, in the user name instead of * write your number (Glat1, Glat2, .. Etc.)
- Play app **Practical exercise 1**





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About Web 2.0 tool - learningapps.org

- Use link **Show Tutorial**



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Use learningapps.org as a teacher

- Create an account




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Use learningapps.org as a teacher


- Login in Learningapps.org
- Use existing apps
- Create new apps
- Create accounts for your students
- Modify existing apps
- Create additional tools – Voting, Chat, Calendar, Notebook, Pinboard


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Use existing apps

- Demo 1:** Use of existing apps
- Demo 2:** How to create apps from existing in learningapps.org?





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Create new apps

- Demo 3:** Classification of objects
 - Use of PowerPoint for development of graphical elements



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Creating examples

Individual activity

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1st practical task: Create exercise "Redundant word"

- See [Demo 4](#) "Redundant word"
- Create similar task for example "General word"


Which general word can be used to refer to the following items?

- a) a ball, a doll, a truck, a teddy bear ..;
- b) pine, fir, oak, beech, oak
- c) tram, train, lift, truck
- d) rubber, brush, spray, polygon

26.8.2018

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2nd practical task: Creating an app

- Prepare one app in learningapps.org
- You can use resource materials, given in this workshop, find suitable images, audio or video on Internet or use examples from the presentation
- Some additional useful apps:
 - [Algorithms and Performer](#)
 - [Software-Concepts](#)
 - [eSafety](#)


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Questions



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Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 4: Using Web 2.0 tools for creating quizzes and logical tasks

Expected Learning Outcomes

- Identify the advantages of Web 2.0 tools for quizzes and logical tasks.
- Create quizzes, logical tasks, and interactive worksheets using Web 2.0 tools.
- Create new examples for quizzes, logical tasks, and interactive worksheets.

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration

Sources of training materials

- Dabar, međunarodno natjecanje iz informatike I računalnog razmišljanja: <http://ucitelji.hr/dabar/> (30.6.2018.)
- Bebras, International Challenge on Informatics and Computational Thinking: <https://www.bebas.org/> (30.6.2018.)
- LearningApps: <https://learningapps.org/> (4.7.2018.)
- E-laboratorij CARNet, ankete/kvizovi: <http://e-laboratorij.carnet.hr/category/ankete-kvizovi/> (4.7.2018.)
- E-laboratorij CARNet, ankete/kvizovi: <http://e-laboratorij.carnet.hr/category/interaktivni-sadrzaji/> (4.7.2018.)

Web 2.0 tools:

- Kahoot: <https://kahoot.com/> (30.6.2018.)
- Wizer: <https://app.wizer.me/> (30.6.2018.)
- Match the memory: <https://matchthememory.com/> (4.7.2018.)






Duration: 3 hours (135 minutes)

Topic/Sub-topics	Learning Objectives	Evaluation
1. WEB 2.0 TOOLS FOR CREATING QUIZZES AND LOGICAL TASKS	<i>Participants will be able to identify the advantages of using Web 2.0 tools for creating quizzes and logical tasks.</i>	Learners explore examples and resources in order to discuss the potentials of Web 2.0 tools for creating quizzes and logical tasks (group activity).
1.1. Investigate examples of Web 2.0 tools for creating quizzes and logical tasks.	Use the preselected Web 2.0 tools (Kahoot, Wizer, Match the memory) to create quizzes, interactive worksheets, memory cards, etc.	
2. CREATING QUIZZES AND INTERACTIVE WORKSHEETS	<i>Participants will be able to create an online quiz and interactive worksheet.</i>	Learners solve online quizzes and interactive worksheets (group activity) made by teacher.
2.1. Creating an online quiz	Create an online quiz and interactive worksheet for the preselected task	Learners create an online quiz and an interactive worksheet (individual activity) which will be evaluated by the teacher.
2.2. Creating interactive worksheet		
3. DEVELOPMENT OF EXAMPLES OF LOGICAL TASKS	<i>Participants will be able to create examples of logical tasks, appropriate for different school subjects.</i>	Learners discuss the potentials of digital tools and create new examples for logical tasks that encourage algorithmic/computational thinking (group activity).
3.1. Modification and adaptation of examples of logical tasks for additional school subjects	Create new examples of logical tasks based on given examples	
3.2. Development of examples of logical tasks	Prepare new examples of logical tasks for algorithmic thinking	





Presentation: Using Web 2.0 tools for creating quizzes and logical tasks



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Workshop 2: PBL, online quizzes and logical tasks

Session 4: Using Web 2.0 tools for creating quizzes
and logical tasks

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Agenda

- Web 2.0 tools for creating quizzes and logical tasks
- Web 2.0 tools for creating interactive worksheets
- Web 2.0 tools for creating a digital memory game
- Practical work - creating a quiz, an interactive worksheet and a digital memory game.


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Introduction


- Quizzes and logical tasks in the classroom
- Problem solving - understanding, properly judging, and concluding
- Logical tasks
 - ability to perceive similarity or difference
 - ability to observe rules or establish relationships
 - ability to conclude
- Encouraging creativity
- Developing logical (algorithmic/computational) thinking
- Contemporary approaches to teaching.

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Quizzes

- Teaching element for progress monitoring and assessment, but also for learning
- CARNet's e-lab (<http://e-laboratorij.carnet.hr/category/ankete-kvizovi/>)
 - Testmoz
 - Quizlet
 - Socrative
 - Kahoot
 - GoSoapBox
 - Hot Potatoes



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Logical tasks

- Teaching element for learning, progress monitoring, and assessment
- Motivating students to solve tasks in a fun and interactive way
- Suitable for homework, work assignments in class or assignments for repetition in different teaching subjects
- Different applications and programs
- CARNet's e-lab – applications for creating interactive content
 - <http://e-laboratorij.carnet.hr/category/interaktivni-sadrzaji/>
- LearningApps – creating interactive applications
 - <https://learningapps.org/>

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Analysing examples

Group activity

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Examples

- Interactive logical games and tasks (in Croatian):
 - Dabar (<http://ucitelij.hr/viezbaliste/>)
 - Igrica (<http://igrica.com.hr/>)
 - Artrea - online games (<https://www.artrea.com.hr/onlineigre.html>)
 - Luka's Portal – online games (<http://www.piesmicezadjecu.com/online-igre/tockice.html>)

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Web 2.0 tool Kahoot!

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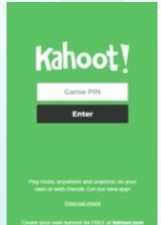
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Kahoot! 

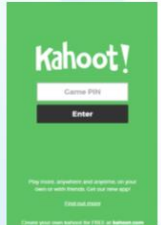
- Uses game based learning elements in real time
- Can be used on any device that has a browser, Internet access, and support for HTML5/Java Script content
- Teacher must register to create a quiz at: kahoot.com
- Teacher can choose to create a quiz, discussion or questionnaire.

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Kahoot quiz 1/3 

- Students do not need to register, they just use kahoot.it address to enter the number of the quiz (Game PIN) provided by the teacher.
- Points are based on the score obtained for the correct answer and the time within which the correct answer was given.




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Kahoot quiz 2/3 

- Multiple choice question with 2 to 4 distractors and one correct answer is presented on teacher's device and displayed to the students by the projector as long as the time limit allows.




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Kahoot quiz 3/3 

- Students will see two to four answer options and must choose a shape/color tile on their device matching the answer they think is correct.



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Solving online quizzes
Group activity

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Solving Kahoot quiz 

- Let's play the role of a student and solve the quiz at kahoot.it



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Creating Kahoot! quiz
Individual activity

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Use Kahoot! as a teacher

- Login at kahoot.com and create an account
- Task:
 - Create a quiz with at least 3 multiple-choice questions
 - Include cover image
 - The 1st question is text-based, e.g. mathematical task
 - The 2nd question and the 3rd question contain graphics (distractors are text-based), e.g. about Science course.


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Web 2.0 tool Wizer

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Wizer




- Creating interactive worksheets
- The Wizer worksheet allow quick creation of a different question types: open questions, multiple choice, matching pairs, fill in the blank, fill on an image, tables, etc.
- Worksheets may contain text, images, audio, video, links
- The number of points can be assigned for each question.

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Wizer sign up

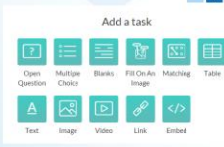
- Teacher must register to create a worksheet at <https://app.wizer.me>
- Students do not need to register, they just use the address with PIN provided by the teacher.
- They can solve a worksheet in the classroom or at home.



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Wizer question types

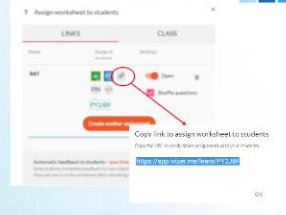
- Wizer question types: Open answer, multiple choice, matching, fill in the blank, fill on an image, table activity, sorting into groups and drawing.



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Solving a Wizer Worksheet

- Option: Assign to learners
- After solving the tasks on the worksheet, students choose „Hand in work” to submit the results.



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Solving an interactive worksheet


Group activity




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Solving Wizer worksheet


- Let's play the role of a student and solve the worksheet at <https://app.wizer.me/learn/PY2JBF>
- Sign in with nick name and use password PY2JBF



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Creating Wizer worksheet

Individual activity

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Use Wizer as a teacher

- Login at <https://app.wizer.me> and create free teacher account

Task:

- Create a worksheet with at least 3 different types questions
- Examples of types: Open answer, multiple choice, matching, fill in the blank, fill on an image.

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Match the Memory


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Match the Memory




- Creating digital memory games with customized combination of images and text
- Teacher can register to create a game at <https://matchthememory.com/>
- Students do not need to register, they just use the address of the memory game.

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Creating a memory game 1/2


- Teacher needs to enter the address and the title of the game, and to define the number of cards.
- The theme is selected for the card background and the type of card is defined: text-text, image-image, text-image, text A-text B, image A-image B.



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Creating a memory game 2/2

- Pairs are edited under the category Cards by defining corresponding type, images and text.



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Memory games list

- By selecting My account, there is a list of created games that can be re-edit, delete or play.



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Solving a memory game

Group activity


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Solving Match the Memory game

- Let's play the role of a student and solve the game at <https://matchthememory.com/math10>



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Creating a memory game

Individual activity

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Use Match the memory as a teacher


- Login at <https://matchthememory.com/>
- Task:
 - Create a memory game with 4 cards
 - Type of the game should be Picture – Only
 - Upload six pictures
 - Play the game
 - Change type of game into Text-Picture
 - Change type of game into Picture A – Picture B.

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Creating quizzes and logical tasks

Group activity

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Creating quizzes and logical tasks 1/2

- Each group should choose a different school subject.
- Set up the topic and assign learning outcomes and evaluation elements.
- Discuss the learning outcomes that you want to accomplish using the quiz, worksheet or memory games that relate to the subject and those relating to algorithmic thinking.

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Creating quizzes and logical tasks 2/2

- Place the evaluation elements into task with:
 - Kahoot! quiz
 - Match the memory game
 - Wizer.me
- Present your quiz, memory game and worksheet to other groups.

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Questions



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Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 5: Designing learning scenarios for logical tasks

Instructions for the participants

Expected Learning Outcomes

- Create learning scenarios in order to develop innovative ideas for carrying out logical tasks and online quizzes
- Implement learning scenarios for different courses in the classroom with the students from 1st to 4th grades of primary school

Individual Assignment:

Your task is to prepare the learning scenario based on PBL and logical tasks in written form and in graphical form using LePlanner. You could choose any school subject and any lesson within the subject for students from your class, considering that the activity should be completed in two months.

This is the **first version of the 2nd learning scenario** which you will continue to design with the online help of your mentor. The completed version of the scenario will be **reviewed** by the mentor and the final refined versions you will **implement** in the classrooms with your students.

You are also supposed to write the **reflection** on conducted activities.

Duration: up to 2 months for the whole assignment

ASSIGNMENT STEPS	
12.	Choose a school subject – plan the activities that will be carried out in your class next month.
13.	Use the Learning Scenario Template form (Annex 1) for textual version and LePlanner for the graphical version of your scenario.
14.	Specify the Learning outcomes : <ul style="list-style-type: none"> - state general learning outcomes related to the course that will include problem teaching and logical tasks - state learning outcomes oriented on algorithmic thinking
15.	Describe the Aim and tasks of teaching and give a Short description of the activities . Plan the activities that will encourage your students for seeking the information, critical and logical thinking as well as collaborating while solving the problem. The activities should include work on computer/tablet/smartphone (not only unplugged activities).
16.	Specify the Keywords, Correlation, and Interdisciplinarity with other courses or topics, and the Duration of activities .
17.	Point out the Learning and teaching strategies and methods . Specify the Teaching forms : combine individual and group work; since this is a problem teaching, collaborative learning should be included.
18.	Choose Tools or games that will be used for quizzes or logical tasks on computer/tablet/smartphone for at least one example.





	Point out all Resources/materials which will be required for the teacher as well as for students.
19.	Elaborate the Teaching summary as Motivation (Introduction), Implementation and Evaluation (Reflection) . This part develops in details previously mentioned short description of activities. Logical tasks or quizzes can be used in each part of teaching summary (you will add links to the developed online tasks later).
20.	Create suitable quizzes and/or logical tasks with chosen tools. Pay attention to the copyright for images, videos, and other materials collected from the web. Photographing your students requires written parents' consent.
21.	In Annexes box provide examples and tasks you have created by yourself as well as link to the graphical version of the Learning scenario in LePlanner. Links should be direct to the created tasks prepared for solving by students (not to the tasks open in editor).
22.	Examples and game references box should contain sources you will use for the activities.
FOLLOW-UP ACTIVITIES	
5.	Upload your completed first version of learning scenario to the Moodle e-course. Mentor will review and correct your scenario.
6.	Upload your final version of learning scenario considering mentor's suggestions and corrections.
7.	After mentor's approval, implement your learning scenario in the class with your students.
8.	Post a reflection on conducted activities in the forum: <ul style="list-style-type: none">• Write more extensive description on implementation of the activity in your class.• Describe how your students have accepted learning activity.• Describe the achievement of all planned learning outcomes, both general and oriented on algorithmic thinking.• Define what you would like to change before the next implementation of the scenario.





Games for Learning
Algorithmic Thinking



Workshop 3: Games and Tools for Programming





Workshop 3 – Games and Tools for Programming

Workshop schedule

Day 1

Introduction to Workshop 3

Duration: 1 hour (45 minutes)

Introductory presentation: Workshop 2 - follow-up activities

Introduction to the Workshop 3

Session 1: Introduction to Inquiry Based Learning

Duration: 1 hour (45 minutes)

Lecture: Definition of Inquiry Based Learning (IBL). Comparing IBL with Project-Based Learning

Demonstration: Examples of IBL implementation and Project-Based Learning in primary education

Group work: discussing concepts of Inquiry Based Learning and describing an example of lesson

Session 2: Basic programming concepts

Duration: 1 hour (45 minutes)

Lecture: Basic programming concepts: sequence, branching, loop, variables

Demonstration: Games for learning programming: Games Run Marco, Blockly-games, Code.org

Group work: analysing the existing didactical games and discussing the advantages and disadvantages of the games and possibilities for didactical implementation

Session 3: Learning programming with games and stories

Duration: 2 hours (90 minutes)

Lecture: Development of Computational Thinking (CT) with games and stories

Demonstration: Didactic computer stories and games (in ScratchEd community)

Session 4: Introduction into visual programming with Scratch

Duration: 3 hours (135 minutes)

Lecture: Introduction into visual programming with Scratch

Group work: Creating stories and games with Scratch

Individual work/Group work: Storytelling with Scratch





Day 2

Session 5: Implementing Computational Thinking and programming with GBL tools

Duration: 1 hour (45 minutes)

Lecture: Introducing programming in the classroom from teacher's perspective

Demonstration: Video presentation of Scottie Go! usage as a way to learn programming

Group work: Comparing Scottie Go! with Scratch

Session 6: micro:bit in classroom

Duration: 3 hours (135 minutes)

Lecture: Presenting micro:bit programming and how it differs from Scratch; How to apply critical thinking using micro:bit in different school subjects

Demonstration: Creating simple examples for different school subjects with micro:bit

Group work: Creating basic micro:bit applications for different school subjects

Session 7: Designing learning scenarios

Duration: 3 hours (135 minutes)

Individual work: Preparing learning scenarios using written form (developing the first version of the 3rd learning scenario based on IBL and Scratch/micro:bit educational game)

Group work: Review and discussion about the developed scenarios

Conclusion of the Workshop 3

Duration: 1 hour (45 minutes)

Whole-group activity: Debriefing

Closing talk: Introducing and explaining the follow-up activities (developing the 3rd learning scenario based on IBL and Scratch/micro:bit educational game)





Presentation: Introduction to Workshop 3



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Workshop 3: Games and tools for programming

Introduction to the Workshop 3

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Main goals

- The development of algorithmic thinking, computational thinking creativity and problem solving skills of students from 1st to 4th grade of primary school
- Introducing teachers with a variety of innovative teaching methods using ICT, especially educational learning strategies as game based learning, problem-based learning, inquiry based learning,...
- Education for teachers in the form of a mixed e-course in the LMS (syllabus, learning materials in English and Croatian) with three f2f workshops

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Workshops

- Three workshops:
 - Workshop 1: Game Based Learning (GBL) and unplugged activities
 - Workshop 2: Problem Based Learning (PBL), online quizzes and logical tasks
 - Workshop 3: Games and Tools for programming


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Games for Learning Algorithmic Thinking

What have we done so far?

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Workshop 1 reminder

Game Based Learning (GBL) and unplugged activities




- Game Based Learning – GBL
- Web 2.0 tools for creating contents for game based unplugged activities – Canva, Sketchpad
- Designing Learning scenarios that will include game based unplugged activities (textual in Word template and graphical in LePlanner graphical tool)
- Implementation of Learning scenario for different school subjects in primary education

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Learning scenarios carried out in schools for different subjects

- The outstanding learning scenarios after the Workshop 1 as examples of good practice

Rhythmic and dance structures	Playing and revising about the traffic	Addition and subtraction to 20
		
Author: Nata Verović	Author: Sonja Perović	Author: Anja Crnkic
Subject: Physical Education (4th grade)	Subject: Nature and Society/Homeroom class (2nd grade)	Subject: Mathematics (2nd grade)

Available at: https://glat.uniri.hr/?page_id=2371

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Workshop 2 reminder

Problem Based Learning (PBL), online quizzes and logical tasks

- Learning outcomes:
 - explain Problem Based Learning (PBL) and collaborative learning
 - design learning scenario based on the principles of problem learning that will include logical tasks and online quizzes along with educational games → Word template and Le Planner Tool
 - use Web 2.0 tools to create logical tasks and online quizzes
 - apply the created learning scenarios in different school subjects in primary education

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Learning scenarios carried out in schools for different subjects

- The outstanding learning scenarios after the Workshop 2 as examples of good practice

Addition to 5	Months of the year	Spatial orientation
Author: Sojana Lenča Subject: Mathematics (1st grade)	Author: Melita Stambulić Subject: Nature and Society (2nd grade)	Author: Kristina Ušić-Čučak Subject: Nature and Society (3rd grade)

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Games for Learning Algorithmic Thinking

What is next?

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Workshop 3

Games and tools for programming

- Learning outcomes:
 - describe the principles of IBL
 - explain the basic programming concepts
 - use digital tools to create interactive educational games
 - develop learning scenarios that will include, along with educational games, concepts of programming and computational thinking for different school subjects in primary education
 - apply the created learning scenarios in different school subjects in primary education.

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Workshop 3 – 1st day

- Introduction to Inquiry Based Learning
- Basic programming concepts
- Learning programming with games and stories
- Examples:
 - Run Marco (<https://www.brainpop.com/games/runmarco/>)
 - Blocky-games (<https://blocky-games.appspot.com/>)
 - Code.org (<https://studio.code.org/>)
 - Scratch (<https://scratch.mit.edu/>)
- Creating stories and games with Scratch

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Workshop 3 – 2nd day

- Introducing programming in primary education
- Examples:
 - ScottieGo (<https://scottiego.com/en/>)
 - micro:bit (<https://microbit.org/hr/>)
- Creating basic micro:bit applications for different school subjects
- Designing learning scenarios for IBL with programming tools

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In the following workshop, pay attention to ... 1/2

- Computational and algorithmic thinking
 - incorporate them in learning scenarios, i.e. with the learning outcomes related to the subjects, include those that relate to these elements
- Learning scenarios
 - after the Workshop 3 the use of a single game example is required, but you are also encouraged to design and implement more examples
 - use Scratch or micro:bit for at least one example
 - use the principles of IBL and team work of students
 - problem solving elements (logic games, quizzes, ...) can also be included


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In the following workshop, pay attention to ... 2/2

- Reflection on conducted activity
 - Teacher's review or reflection is very important.
 - Write more extensive reflections, especially about achieving the learning outcomes related to algorithmic and computational thinking
 - Indicate the number of students with whom the activity was performed.
 - Describe how your students have adopted these activities.
 - Describe the achievement of all learning outcomes in the scenario.
 - Describe the possible changes to the scenario before the next implementation.

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Questions



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Games for Learning Algorithmic Thinking



Let's start...

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Workshop 3 – Games and Tools for Programming

Session 1: Inquiry Based Learning

Expected Learning Outcomes

- Describe principles of Inquiry Based Learning
- Explain steps in designing IBL activity (research question, exploring, presenting).
- Analyse and compare existing examples of using Inquiry Based Learning in different school subjects

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - collaboration

Sources of Training Materials

- 4 Phases of Inquiry Based Learning - A Guide For Teachers: <https://www.teachthought.com/pedagogy/4-phases-inquiry-based-learning-guide-teachers/> (5.01.2019.)
- Inquiry Based Learning in the Science Classroom: <https://www.edutopia.org/practice/inquiry-based-learning-science-classroom> (5.01.2019.)
- What is Enquiry-Based Learning (EBL)?: <http://www.ceebl.manchester.ac.uk/eb/> (5.01.2019.)

Duration: 1 hour (45 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. INQUIRY BASED LEARNING	<i>Participants will be able to describe and explain the principles of Inquiry Based Learning, analyse and apply concepts of Inquiry Based Learning in different school subjects.</i>	Learners discuss concepts of Inquiry Based Learning and describe an example of lesson (group activity).
1.1. Introduction to Inquiry Based Learning	Describe principles of Inquiry Based Learning Apply concepts of Inquiry Based Learning	
1.2. Project Based Learning	Compare Inquiry Based Learning with Project Based Learning. Analyse and compare existing examples of using Inquiry Based Learning in different school subjects	





Presentation: Inquiry Based Learning



Games for Learning
Algorithmic Thinking

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Workshop 3: Games and tools for programming

Session 1: Inquiry Based Learning

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Agenda

- Introduction to Inquiry Based Learning
- Project Based Learning as part of IBL
- Inquiry and learning with games


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Inquiry Based Learning - introduction

- IBL is research approach to learning, based on seeking new knowledge and understanding
- The term refers to discover something new, unknown, untested,... from the students' view
- Deductive way of learning based on constructivist theory
- Students are learning how to synthesise, interpret and evaluate the knowledge
- Teacher acts as the facilitator


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Inquiry Based Learning - basics

- An active approach to learning
- Includes problem based learning or finding answers for addressed questions
- Develops self-reflection skills
- Basic teaching method is discussion that includes one or more research questions

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5 phases of Inquiry Based Learning



Available from Visual.ly: https://visual.ly/articles/5-phases-of-inquiry-based-learning-cycle-359488ad9d7_w1500.png


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Levels of Inquiry Based Learning

- Structured
 - teacher directed
 - teacher provides a questions and gives step-by-step instructions
- Guided
 - teacher provides a questions
 - students take more responsibility
 - teacher guides the inquiry
- Open
 - students take the lead
 - supportive role of the teacher

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Investigation as approach to learning

- Students apply research questions to solve problems associated with the context of a particular subject
- Students use research methods and relevant practices with the aim of constructing new concepts or knowledge, to answer questions, or solve the problem
- Active involvement of students
- Encourages curiosity and creativity
- Level of inquiry can be customised to suit the students needs

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Project Based Learning

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Project Based Learning

- A form of Inquiry Based Learning that involves independent student research
- Students are assigned a task based on facts, problems that need to be solved, or the goal to be achieved
- Based on the concept of collaborative learning
- Students develop problem-solving skills, critical thinking, communication and interpersonal skills, and take the responsibility for themselves and others

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K-W-L strategy chart

KWL		
What I Know	What I Want to Know	What I Learned

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Inquiry Based Teaching strategy

Problem Statement
Determine what is to be investigated and formulate a question or hypothesis.

Data Collection
Gather as much information about the topic from appropriate sources.


Analysis
Examine and discuss the findings and provide explanations or clarity.

Conclusions
Based on analysis, determine solutions related to the original problem statement.

Dutt-Doner, K. and Grande, M. (2011):
<http://www3.canisus.edu/~grandem/catholicconference/imageinquire.gif>


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Discussing example

Group activity

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Example 1/2

Research questions:

- By collecting old paper, we preserve forests? Why?
- Can you calculate how much paper we need to recycle for saving one tree?

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Example 2/2

Students will:

- Investigate and interpret the process of producing paper from wood (search and extract relevant information).
- Investigate and interpret the paper recycling process (search and extract essential information).
- Create a poster or graphically present both procedures (define algorithm or sequence of commands).
- Establish and implement a calculation (write down the steps in the calculation process).

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Designing IBL activity

Group activity

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Group activity

Design an IBL activity

- create research question(s)
- describe learning outcomes


Discuss:

- research questions
- learning outcomes
- evaluation

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Questions



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Workshop 3 – Games and Tools for Programming

Session 2: Basic programming concepts

Expected Learning Outcomes

- Identify the basic programming concepts
- Recognise the basic programming concepts in examples of different educational games
- Analyse and compare existing examples of computer games for learning programming

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - collaboration

Sources of Training Materials

Games:

- Run Marco: <https://runmarco.allcancode.com/> (5.1.2019.)
- Blockly-games: <https://blockly-games.appspot.com/?lang=en> (5.1.2019.)
- Code.org: <https://studio.code.org/> (5.1.2019.)

Duration: 1 hour (45 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. BASIC PROGRAMMING CONCEPTS	<i>Participants will be able to identify the basic programming concepts.</i>	Learners explore existing educational games for learning programming, point out and discuss usage of programming concepts (group activity).
1.1. Introduction to basic programming concepts	Describe the basic programming concepts (sequence, branching, loop, variables)	
1.2. Educational computer games for learning basic programming concepts	Recognise the basic programming concepts in examples of different educational games Analyse and compare existing examples	



Presentation: Basic programming concepts



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Workshop 3: Games and tools for programming

Session 2: Basic programming concepts

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Agenda

- Introduction - Programming languages
- Basic programming concepts
- Programming concepts in different education games


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Computer programme

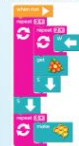
- A program is a sequence of commands executed in the exact order.
- Described in the language that the computer understands
→ the programming language

Task: Get the nectar and make honey!



<https://studio.code.org/s/course1/stage/14/puzzle/7>


Visual programming



Source code in JavaScript

```
for (var count2 = 0; count2 < 3; count2++) {
  for (var count = 0; count < 2; count++) {
    moveRight();
  }
  getNectar();
  moveSouth();
}
moveSouth();
for (var count2 = 0; count2 < 3; count2++) {
  makeHoney();
}
```


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Programming languages

- Languages used to write computer programs
- Each programming language has:
 - **alphabet** - character set used
 - **syntax rules** (grammar) description of commands and data, rules of consignment of commands
 - **semantic rules** - describe the purpose, meaning, action performed by the command.
- Each programming language uses a set of words of special significance called the **keywords**


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Programming with blocks

- Visual programming languages
 - the program code is presented in blocks
 - used in the initial learning of programming
- Advantage → it is not necessary to learn the syntax
 - students create a program by stacking the blocks
- Examples:
 - Blockly
 - Run Marco!
 - Scratch
 - ...


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Basic programming concepts


1. Sequence
2. Loops (Iteration)
3. Variables
4. Branching (if condition)

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Sequence

- The commands in the program need to be specified in a certain order
- Examples of simple sequences in games:
 - moving along the path
 - collecting objects
 - executing actions
 - ...



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Analysing examples
Group activity

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Sequence – Example 1

Code.org: Artist

<https://studio.code.org/s/course1/stage/10/puzzle/1>

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Sequence – Example 2

Code.org: Bee

<https://studio.code.org/s/course1/stage/7/puzzle/3>

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Loop

- The loop is a construct that causes a group of one or more commands to be invoked repeatedly until some end condition is met:
 - number of repetitions is known in advance
 - number of repetitions is not known
- Examples of using loops in games:
 - moving characters
 - performing the action
 - ...

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Analysing examples
Group activity

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Loop - Example 1

Run Marco! Level 11

<https://www.brainpop.com/games/runmarco/>

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Loop - Example 2

Code.org: Code with Anna and Elsa

<https://studio.code.org/s/frozen/stage/1/puzzle/5>

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Variables

- Variables are used to keep values (text, numbers,...) and reuse these values.
- Variables have **name** and **value** (for most programming languages also the **type**)
- Examples of using variables in games:
 - text or sound - what will a character say
 - values used for moving characters (number of steps, turns,...)
 - number of lives, collected items, points,...
 - time left to finish the game
 - ...

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 Games for Learning
 Algorithmic Thinking



Analysing examples
 Group activity

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Variables - Example 1
 Code club: Scratch - Ghostbusters



<https://scratch.mit.edu/projects/60787262/>

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Variables - Example 2
 Blockly Games: Turtle




<https://blockly-games.appspot.com/turtle?lang=en>

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Branching


- The program can take certain routes depending on the fulfilled conditions.
- Examples of using branching in games:
 - moving characters
 - changing values of variables (lost life, getting points)
 - showing and hiding characters/items
 - ending the game
 - ...



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Branching – Conditions and operators

- A path that has a fulfilled condition is selected



Relational operators
 =, <, >, <=, >=, <>

Logical operators
 and, or, not

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 Algorithmic Thinking



Analysing examples
 Group activity

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Branching - Example 1
 Blockly Games: Bird



<https://blockly-games.appspot.com/bird?lang=en&level=2>

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Branching - Example 2
 Run Marco! Level 31



<https://www.brainpop.com/games/runmarco/>

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Exploring and discussing games

Group activity

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Exploring games

Choose one of the following games and explore it:

- Code.org: <https://studio.code.org/s/course1>
- Blockly games: <https://blockly-games.appspot.com/?lang=en>
- Run Marco: <https://www.brainpop.com/games/runmarco/>

Discuss chosen game and its possible application for learning the basic programming concepts.

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Additional resources


- Hopscoth, <https://www.gethopscoth.com/> (15.6.2019.)
- Minecraft, <https://education.minecraft.net/trainings/code-builder-for-minecraft-education-edition/> (15.6.2019.)
- Educational App Store, <https://www.educationalappstore.com/best-apps-for-kids-and-students> (15.6.2019.)
- Coding Google Doodle! https://www.google.com/doodles/celebrating-50-years-of-kids-coding?doodle=32615474&domain_name=google.com&hl=en (15.6.2019.)





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Questions



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Workshop 3 – Games and Tools for Programming

Session 3: Learning programming with games and stories

Expected Learning Outcomes

- Recognise the meaning of Computational Thinking (concepts, practices, perspective) development
- Understand the role of Scratch community and the process of creation in the Scratch community
- Find, analyse and compare different examples of games and digital stories in Scratch
- Change and remix a story/game

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Individual activity
- Group activity - collaboration

Sources of Training Materials

- ScratchEd teaching resources: <http://scratched.gse.harvard.edu/resources/all> (4.1.2019.)
- Computational Thinking with Scratch-developing fluency with computational concepts, practices and perspectives: <http://scratched.gse.harvard.edu/ct/defining.html> (4.1.2019.)
- Brennan, K. A. (2013). Best of both worlds: Issues of structure and agency in computational creation, in and out of school (Doctoral dissertation, Massachusetts Institute of Technology), <http://hdl.handle.net/1721.1/79157> (4.1.2019.)
- Brennan, K., Balch, C., Chung, M. (2014). *Creative Computing*. Harvard Graduate School of Education. Retrieved from <http://scratched.gse.harvard.edu/guide/files/CreativeComputing20140806.pdf> (4.1.2019.)
- Brennan, K. (2015). Beyond right or wrong: Challenges of including creative design activities in the classroom. *Journal of Technology and Teacher Education*, 23(3), 279-299. Waynesville, NC USA: Society for Information Technology & Teacher Education, <https://www.learntechlib.org/primary/p/151249/> (4.1.2019.)
- CS First, <https://csfirst.withgoogle.com/en/home> (4.1.2019.)





Duration: 2 hours (90 minutes)

Topic/Sub-topics	Learning Objectives	Evaluation
1. COMPUTATIONAL THINKING (CT)	<i>Participants will be able to recognise the meaning of CT and to identify its concepts, practices, and perspectives.</i>	Learners give examples of computational thinking development from their practice and describe the computational thinking dimensions: concepts, practices, and perspective.
1.1. Introduction to Computational Thinking concepts	Describe the meaning of CT	
1.2. Practices and perspectives of CT	Identify the concepts, practices, and perspectives of CT development	
2. COMPUTATIONAL THINKING DEVELOPMENT WITH SCRATCH	<i>Participants will be able to understand the role of Scratch community and identify existing digital stories and games for the development of CT.</i>	Learners will search Scratch projects (games and stories) with own keywords, “run” the game and explain some functionalities, remix games and stories. Learners will explore and analyse others’ projects of stories/games in Scratch. Learners will create a studio, add a project and think how to “unstuck” while developing Scratch projects with the support of community.
2.1. Scratch community	Explore the Scratch community and the process of creation in the Scratch community	
2.2. Scratch for creating games and stories	Change and remix existing digital stories and games in Scratch for different didactic purposes	
2.3. Workshops for developing games and stories	Analyse the presence of computational thinking concepts in the Scratch projects (stories and games) and workshops.	



Presentation: Learning programming with games and stories




Games for Learning
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Workshop 3: Games and tools for programming

Session 3: Learning programming with games and stories


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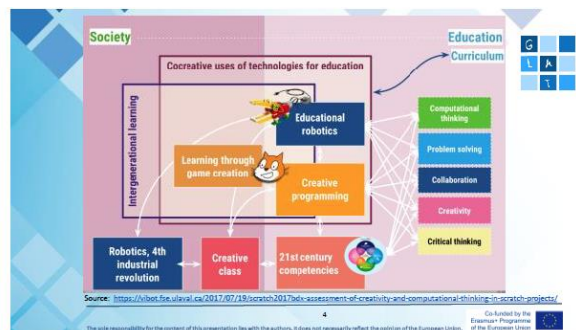
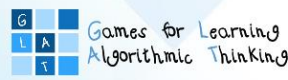
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Agenda


- Wider meaning of computational thinking (CT)
- Development of CT through Scratch games and stories (concepts, practice, perspective)
- The role of the Scratch community
- Examples of digital stories and games within the Scratch community

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Computational Thinking


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What is Computational Thinking?

- There are many definitions of computational thinking, one of them: CT combines critical thinking skills with the power of computing to make decisions or find solutions.
- Skills needed to: solve an equation, plan a project, develop an outline for a writing assignment, etc. include important problem solving competencies that students need throughout their lifetime.
- CT can magnify problem-solving skills needed to address authentic, real-world issues.

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
CT Operational Definition

Developed by ISTE and CSTA, who collaborated with leaders from higher education, industry, and K-12 education. For all K-12 educators.


CT is a problem-solving process that includes (but is not limited to) the following characteristics:

- Formulating problems in a way that enables us to use a computer and other tools to help solve them.
- Logically organizing and analysing data.
- Representing data through abstractions such as models and simulations.
- Automating solutions through algorithmic thinking (a series of ordered steps).
- Identifying, analysing, and implementing possible solutions with the goal of achieving the most efficient and effective combination of steps and resources.
- Generalizing and transferring this problem-solving process to a wide variety of problems.

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CT in the Classroom

<p>Elementary school</p> <ul style="list-style-type: none"> Data collection Algorithms and procedures <p>CT is about:</p> <ul style="list-style-type: none"> Introducing algorithms Logical reasoning 	<p>Middle school</p> <ul style="list-style-type: none"> Problem decomposition <p>CT is about:</p> <ul style="list-style-type: none"> Algorithms Logical reasoning
<p>High school</p> <ul style="list-style-type: none"> Abstraction 	

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Computational thinking

The diagram illustrates the components of Computational Thinking. At the center is 'The Computational Thinking Cycle: 8 Approaches'. Surrounding this are various concepts: Logic, Algorithmic decomposition, Abstraction, Problem solving, and Evaluation. To the right, it lists 'Learning Approaches' such as Learning by doing, Learning by playing, Learning by modelling, and Learning by teaching. A cartoon character is shown holding a bag, symbolizing the learner's journey through these concepts.

Explaining CT

Pair activity

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Examples of CT

- Do you have idea what is CT? – explain to your pair
- Design activity (individually)
 - Context of activity (age group of students, subject, activity)
 - What concepts and approaches of CT is developing the activities?
 - Linking concepts and approaches of CT with the learning objectives of the selected subject.
- Present activity to your pair

Agreement and disagreement around what CT should be

The Venn diagram compares two definitions of Computational Thinking. The left circle, 'Computational thinking is for all', is described as a 'WIDE DEFINITION' where 'Humans and computers can be computational agents' and 'Computational systems exist in the world'. The right circle, 'Computational thinking is for programmers', is a 'NARROW DEFINITION' where 'Only computers are computational agents' and 'Computational systems exist in computers'. The overlapping area in the center states that 'Computational modelling is an important component' and 'At the heart of computational thinking are skills including, but not limited to, algorithmic thinking, logical thinking, abstraction, generalisation, decomposition, evaluation, and anyone can develop'. It also notes that 'The skills are the wide ranging skills computer scientists do, develop, and anyone can develop' and 'You may or may not be working with a rigorous model to be doing computational thinking'. The non-overlapping parts of the left circle mention 'The skills can be learned outside programming' and 'It is not an issue if the skill set overlaps with other disciplines'. The non-overlapping parts of the right circle mention 'The skills are those programmers develop. You must be working with a rigorous model to be doing computational thinking. The skills are learnt only as a result of programming. It is an issue if the skill set overlaps with other disciplines. The skill set should be unique to computer scientists.'

Development of CT – Scratch

- Students develop CT through interactive stories, games and animations in Scratch.
- Scratch - visual programming language - educational programming environment
 - MIT Media Lab, 2002 – first prototype
 - 2007 public launch
 - translated in 70+ languages
 - Scratch 3 (January 2019).

Scratch - teachers point 1/2

Papert (in '80) argued that programming languages should have:

- a "low floor" (easy to get started)
- a "high ceiling" (opportunities to create increasingly complex projects over time)
- "wide walls" (supporting many different types of projects so people with many different interests and learning styles can all become engaged).

Scratch - teachers point 2/2

<p>What is easy/possible in Scratch?</p> <ul style="list-style-type: none"> start involve students with different knowledge a lot of books, support of community What else? 	<p>What is not easy?</p> <ul style="list-style-type: none"> assessment to much sources "Children know more than teachers" What else?
---	--

How to start with Scratch?

Guided start:


- <https://resources.scratch.mit.edu/www/guides/en/Getting-Started-Guide-Scratch2.pdf>
- <https://scratch.mit.edu/tips> + Activity cards
- Scratch Wiki
- tutorials at [Code Club](#) and [CS First](#)

ScratchEd - lot of support, resources:

- <http://scratch-ed.gse.harvard.edu/resources/all>


Creative computing curriculum:

- <http://scratch-ed.gse.harvard.edu/guide/>

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Let's Scratch

Individual activity

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Searching projects

- Open <https://scratch.mit.edu/>
- Create Account?
- Strong support: ScratchEd community
- Find an interesting project (like "maze", "math"...)
 - Something difficult? ☺ Chess
 - <https://scratch.mit.edu/projects/2120785/>


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Let's Scratch (searching, remixing)

Pair activity

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Search for good project (games and stories) in Scratch

- Search with your own keyword
 - (1) Explain what the selected project does
 - (2) Describe how it could be extended
 - (3) Fix a bug?
 - (4) Remix the project by adding a feature - explain
 - (5) Create studio


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Let's Scratch - example

Individual activity

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Remix examples


Select example:

- Smoking car: http://code-it.co.uk/scratch/smoking_car/smokingcaroverview
- Magic carpet: <http://code-it.co.uk/carpet>
- Travel Europe: <http://code-it.co.uk/europe>

<http://code-it.co.uk/csplanning.html>
<https://resources.scratch.mit.edu/www/guides/en/StoryGuide.pdf>


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Scratch "Unstuck" strategies

1. Read through your code
2. Experiment with your code
3. Search for examples
4. Work with others
5. Be persistent



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Lesson from Scratch workshops

- Our assumptions about children's skills in technology are rather wrong.
- Children don't need us in the way we (teachers) think they need us.
- We are not supposed to know everything about programming.
 - **Sage on the stage** Guide on the side
- Power of vulnerability:
 - Children learn from us, learn from each other, we learn from them.


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CT, Brennan and Resnick (2012) 1/2

- CT through concepts, practices and perspectives
- Concepts:**
 - sequence:** identifying a series of steps for a task
 - loops:** running the same sequence multiple times
 - parallelism:** making things happen at the same time
 - events:** one thing causing another thing to happen
 - conditionals:** making decisions based on conditions (branching)
 - operators:** support for mathematical and logical expressions
 - data:** storing, retrieving, and updating values.



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CT, Brennan and Resnick (2012) 2/2

Practices - elements of designers' learning and participation

- experimenting and iterating:** developing little bit, step by step
- testing and debugging:** making sure things work
- reusing and remixing:** building on existing projects or ideas
- abstracting and modularizing:** exploring connections between the whole and the parts.

Perspectives – metacognition, understandings of themselves


- expressing:** computation is a medium of creation, "I can create."
- connecting:** recognizing the power of creating with and for others, "I can do different things when I have access to others."
- questioning:** feeling empowered to ask questions about the world, "I can (use computation to) ask and make sense of computational world."

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Workshops

- Workshops for younger children – between 6-8 years old
- ScratchJr:
 - Take me for a walk
 - Space exploration
 - Magic in Scratch
- Based on:
 - Moving object on the graph paper
 - Games
 - Tablets
 - Tangible computing (bot Sphero)
 - Physical computing (Arduino)



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Workshop - Maze game

- Workshop and academic project work description
- Summer School 17 students (age 8-10), 25 hours = 5 day x 5 hours <https://scratch.mit.edu/studios/3491552/>
- Students of pedagogic CS: academic project work 7 students (age >= 19), [students' studio: https://scratch.mit.edu/studios/677448/](https://scratch.mit.edu/studios/677448/)

9 years olds' child project student's project



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Search Mazes

Individual activity



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Explore Mazes

- Login to Scratch
- Search for Maze projects
- Select 2-3 "good" mazes
- Look inside the code
- Try to remix, create studio and add a project to your studio


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Workshop - Escape Room game

- Workshops were organized for 2 different groups:
 - Pupils: Summer School 8 student (age 9-11 children) 25 hours (5 days x 5 hours)
 - Studio: <https://scratch.mit.edu/studios/4136527/>
 - Activities: <https://youtu.be/1l8EaIRWd4d>
 - Students of pedagogic CS (Faculty of Education, University of Ljubljana): academic project work 11 students (age >= 19)

9-10 years olds' child project student's project



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Search Escape Room

Individual activity



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Explore Escape Rooms


- Search for Escape Room projects.
- Select 1-2 "good" Escape Rooms.
- Look inside the code.
- Why is this project good?
- Add to your studio (remix).

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Connecting Scratch with natural sciences

- TEALEAF project site: <https://sites.google.com/a/tealeaf-project.eu/tealeaf-project/>
- Topics: biodiversity, ecosystems, invasive species
- Bart beetle games: <https://scratch.mit.edu/studios/3748271/>



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Scratch workshop ideas

Group activity

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Workshop - My Scratch day

Think and discuss about about topic of interest in your group.

- What is **your idea for workshop** in Scratch?

Explain to other groups:

- Why do you select this topic?
- How old children would you like to include?
- What do you expect?
- Exchange and discuss ideas with other groups.



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Conclusions

- Computer science = problem solving
- Teaching coding is not related to ICT use
- Getting these message through is difficult
- We need educated teachers
- Programming games in Scratch is fun!

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Questions



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Workshop 3 – Games and Tools for Programming

Session 4: Introduction into visual programming with Scratch

Expected Learning Outcomes

- Understand the concept of computational creation in the context of Scratch
- Find and analyse different possibilities for own Scratch-based computational creation
- Become familiar with resources that support computational creation
- Establish Scratch accounts and create Scratch projects (stories)

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Individual activity
- Group activity - collaboration
- Peer evaluation

Sources of Training Materials

- Brennan, K., Balch, C., Chung, M. (2014). *Creative Computing*. Harvard Graduate School of Education. Retrieved from <http://scratched.gse.harvard.edu/guide/files/CreativeComputing20140806.pdf> (5.1.2019.)

Duration: 3 hours (135 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. INTRODUCTION INTO VISUAL PROGRAMMING WITH SCRATCH	<i>Participants will be able to understand the concept of computational creation in the context of Scratch and to imagine possibilities for their own Scratch-based computational creation.</i>	Learners (in pairs) inspect prepared stories/games in Scratch and comment them.
1.1. Testing Scratch examples	Test already prepared examples	Learners explore different parts of the Scratch interface (drag and drop blocks), experiment by clicking on each block to see what happens, snapping blocks together etc.
1.2. Short introduction to Scratch elements	Explore how Scratch works - how to start, where and what are blocks, how to move blocks	
2. CREATING PROJECTS IN SCRATCH	<i>Participants will be able to create some projects with the help of lecturers' instructions and recognize important programming concepts through different activities.</i>	Learners with the help of teachers create few examples in Scratch.
2.1. Creating a presentation-story	Create a presentation-story in Scratch	Learners create their own simple project – story in Scratch.



Presentation: Introduction into visual programming with Scratch



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Workshop 3: Games and tools for programming

Session 4: Introduction into visual programming with Scratch

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Agenda

- Short introduction – how to work in Scratch (how to start, where and what are blocks, how to move them)
- Creating new projects together (participants follow instructions)
- Participants create their own projects - stories

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Creative computing is about:

- CREATIVITY
- EMPOWERMENT
- COMPUTING



Creative computing is for everybody

All this is about **MAKING STORIES and GAMES**

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SCRATCH

Scratch is a free programming language where you can create your own interactive stories, games, and animations.





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Join Scratch

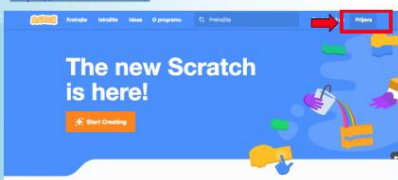
Individual activity

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Creating Scratch accounts


• <https://scratch.mit.edu/>



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Creating in Scratch environment



- Click on the "Create" tab located at the top left of the browser to start a new project

or

- "Start Creating" button.

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Introduction in Scratch environment

1. Blocks palette:
 - Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, More Blocks
2. Coding area
3. Stage area
4. Different Sprites
5. Different Backgrounds

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Six step-by-step activities

Individual or pair activity

Creating together in Scratch (Step-By-Step): Getting started with Scratch 1/10

FIRST STEP-BY-STEP ACTIVITY

Blocks: - MOTION - LOOKS - SOUND - EVENTS - CONTROL	Concepts: - LOOP	Introduction: Move a cat and change outfit.
---	----------------------------	---

Example: <https://scratch.mit.edu/projects/277097367>

1

Creating together in scratch (Step-By-Step): Getting started with Scratch 2/10

Description:

- Drag a Motion block into the Scripts area.
- Click on that block to make the cat move.

MOTION blocks

1

Creating together in scratch (Step-By-Step): Getting started with Scratch 3/10

Description:

- Add another Motion block.
- Turn for 90 degrees.
- Then click on that block to make the cat move and turn.

MOTION blocks

1

Creating together in scratch (Step-By-Step): Getting started with Scratch 4/10

Description:

- Click Looks Blocks and drag out a say block.
- Type in the block to change the words.
- Then snap it on top of the stack. Click on the stack to run.

LOOKS blocks

1

Creating together in scratch (Step-By-Step): Getting started with Scratch 5/10

Description:

- Drag out a play sound Meow block (from sound blocks) and snap it onto the move block.
- Click and listen. *Make sure your computer's speakers are on.*

SOUND blocks

1

Creating together in scratch (Step-By-Step): Getting started with Scratch 6/10

Description:

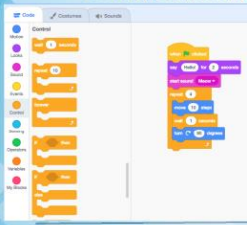
- Drag out a when GREEN FLAG clicked block and snap it on top.
- Your script will start whenever you click the green flag

EVENT blocks

1



Creating together in scratch (Step-By-Step): Getting started with Scratch 7/10



Description:

- Drag out a repeat block and drop it on top of the stack (You want the "mouth" of the repeat to wrap around the other blocks).
- Change the number in the repeat block.


LOOP

CONTROL blocks

1

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Creating together in scratch (Step-By-Step): Getting started with Scratch 8/10



Description:


- Click to choose a new backdrop.
- Choose on of the options:
 - Library
 - Paint by yourself
 - Upload from computer.

How we add a BACKGROUND?

1

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Creating together in scratch (Step-By-Step): Getting started with Scratch 9/10



Description:

- Click to choose a new Sprite.
- Then choose on of the options:
 - From Library
 - Paint by yourself
 - Upload from computer.


How we add (change*) a SPRITE?

1

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Creating together in scratch (Step-By-Step): Getting started with Scratch 10/10

HOW WE SHARE OUR PROJECTS?



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TASK (individual activity / activity in pairs)

Time to do on your own!

- 1.) Add a BACKGROUND
- 2.) Choose a SPRITE from the library
- 3.) Drag all sprites to where you want them on the STAGE.
- 4.) Use different blocks on you sprite: MOTION, LOOK, SOUND, EVENT, CONTROL
- 5.) SHARE a project

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Creating together in scratch (Step-By-Step): Make It Fly 1/2

SECOND STEP-BY-STEP ACTIVITY

Block: MOTION, EVENTS, CONTROL, OPERATORS

Concepts: INFINITY LOOP


Introduction: Choose a baloon and make it fly!

Example: <https://scratch.mit.edu/projects/276844705/>

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Creating together in scratch (Step-By-Step): Make It Fly 2/2



INFINITY LOOP

2

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Creating together in scratch (Step-By-Step): Answer – Question 1

THIRD STEP-BY-STEP ACTIVITY

Block: EVENTS, CONTROL, OPERATORS, SENSING, LOOKS

Concepts: IF STATEMENT

Introduction: Answer the question!

Example: <https://scratch.mit.edu/projects/277100712/>

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Creating together in scratch (Step-By-Step): Answer – Question 1

IF STATEMENT !

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Creating together in scratch (Step-By-Step): Answer – Question 2

FOURTH STEP-BY-STEP ACTIVITY

Block:
- EVENTS
- CONTROL
- OPERATORS
- SENSING
- LOOKS
- DATA

Concepts:
- VARIABLE

Introduction:
Answer the question!

Example: <https://scratch.mit.edu/projects/277104725/>

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Creating together in scratch (Step-By-Step): Answer – Question 2

VARIABLE !

4

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Creating together in scratch (Step-By-Step): Hide and Seek Game 1/2

FIFTH STEP-BY-STEP ACTIVITY

Block:
- MOTION
- EVENTS
- CONTROL
- DATA
- LOOKS

Concepts:
- LOOPS
- VARIABLE

Introduction:
Make your sprite hide for a random number of seconds before appearing again.

Example: <https://scratch.mit.edu/projects/277105958/>

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Creating together in scratch (Step-By-Step): Hide and Seek Game 2/2

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Creating together in scratch (Step-By-Step): Create a Pong Game 1/6

SIXTH STEP-BY-STEP ACTIVITY

Block:
- MOTION
- EVENTS
- CONTROL
- SENSING
- DATA

Concepts:
- LOOPS
- IF STATEMENT
- VARIABLE

Introduction:
Make a version of the bouncing ball game.

Example: <https://scratch.mit.edu/projects/277107650/>

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Creating together in scratch (Step-By-Step): Create a Pong Game 2/6

Background and Sprites

Description:
• Choose a backdrop for your pong game.
• Add 2 sprites (Ball, Paddle).

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Creating together in scratch (Step-By-Step): Create a Pong Game 3/6

INFINITY LOOP !

MOTION, EVENT, CONTROL blocks

Description: MAKE THE BALL MOVE

- Click the Motion category, and drag out a move block into the Scripts area.
- Snap on the block if on edge, bounce.
- Then, click the Control category. Wrap a forever block around the other blocks.
- Want it to go at an angle? Snap a point in direction block on top, and type in an angle.
- Drag out a when green flag clicked block and snap it on top

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Creating together in scratch (Step-By-Step): Create a Pong Game 4/6




Description: Control the Paddle

- Make it interactive! You can control the paddle with the keyboard (left, right arrow).

MOTION, EVENT blocks

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Creating together in scratch (Step-By-Step): Create a Pong Game 5/6



Description: Bounce Off the Paddle


- Click to choose the ball
- Add script to make it bounce whenever it hits the paddle (image).

IF STATEMENT

MOTION, EVENT, CONTROL, SENSING blocks

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Creating together in scratch (Step-By-Step): Create a Pong Game 6/6



Description: Counting Points

- Add variable for counting bounces.

VARIABLE

DATA blocks

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Make your own game

Pair activity

TASK – Create a game

(OPTION 1)
PING PONG GAME

- 1.) Add a Background
- 2.) Choose sprite (ball) from the library
- 3.) Add two paddles
- 4.) Make a game.

(OPTION 2)
HEALTHY AND UNHEALTHY FOOD

- 1.) Add a Background
- 2.) Choose sprite from the library
- 3.) Add two elements
- 4.) Make a game.

EXAMPLE OF PING PONG GAME

<https://scratch.mit.edu/projects/14284722/>

EXAMPLE OF BAD-GOOD THING

<https://scratch.mit.edu/projects/267003422/>

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Creating Stories

Individual activity

TASK - Create your own story

Introduce yourself

- 1.) Choose a Background
- 2.) Choose sprite from the library that will represent you
- 3.) Add picture of your hometown
- 4.) Make a story.

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Questions

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Workshop 3 – Games and Tools for Programming

Session 5: Implementing Computational Thinking and programming with GBL tools

Expected Learning Outcomes

- Understand the elements and process of computational thinking from teacher perspective
- Compare computational thinking with programming
- Being able to introduce game based learning tools with elements of coding in the classroom

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Discussion
- Group activity - collaboration

Sources of Training Materials

- Computational Thinking: <https://code.org/curriculum/course3/1/Teacher> (4.1.2019.)
- Scottie Go! for Computational Thinking <https://www.youtube.com/watch?v=hXZOGFal6vc&t=16s> (4.1.2019.)

Duration: 1 hour (45 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. HOW TEACHERS CAN INTRODUCE PROGRAMMING IN THE CLASSROOM FROM THEIR PERSPECTIVE	<i>Participants will be able to recognize the elements and the process of computational thinking and programming.</i>	Learners explore and analyse applications of GBL tools within the class in order to point out benefits of introduction of computational thinking and programming.
1.1. Cycles for learning about how to code with focus on computational thinking	Explore the concepts of learning programming from teacher's perspective	
2. USING GAME BASED LEARNING TOOLS WITH ELEMENTS OF CODING IN THE CLASSROOM	<i>Participants will be able to recognize the importance and the concept of collaborative games with coding.</i>	
2.1. Video presentation and discussion of game based learning tool Scottie Go!	Understand the role of GBL tools for coding and in development of computational thinking Introduce a way to incorporate technology and digital tools in engaged way	



Presentation: Implementing Computational Thinking and programming with GBL tools



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Workshop 3: Games and tools for programming

Session 5: Implementing computational thinking and programming with GBL tools


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Agenda

- How to introduce programming in your classroom from teachers perspective
- Introducing GBL tools with elements of coding in the classroom
 - Scottie Go!


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„Whether you want to uncover the secrets of the universe, or you just want to pursue a career in the 21st century, basic computer programming is an essential skill to learn.”

Stephen Hawking 

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Learning how to code

Encountered problems


- Teachers neglected
- Focus on results, not knowledge
- Trivial pedagogical approach

Disadvantages

- No real teacher training
- No digital competences guidelines for coding
- Risk to create opposite effect on pupils



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Learning programming in primary school

Approaches:

- Teacher lead and information oriented

OR

- Students engaged and skills development oriented

Teacher role:

- Educator that leads the class from the classroom front

OR

- Facilitator who encourages the class to think and question the world around students

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Possible solutions

- Game Based Learning
- Flipped Classroom
- Cooperative and individual Cycles




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How to make a change?

- Cooperative games, no technology
 - Focus on team work and cooperation to achieve educational goal
- Individual time to master at kid's own pace...
 - Focus on technology
- Team work, create something new, gamification...
 - Gamification is a process that introduces elements of games (e.g. competition among teams)

Remember: You have „superheroes” in your class... 

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Methodology Approach

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Possible tools

Scottie Go	Code Combat	Puzzlets
Scratch	Code Monkey	Minecraft
Micro:bit	Lego	Microduino
Python	Java	Ruby

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Possible paths

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Scottie Go!

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Scottie Go! Game

- Scottie Go! is an interactive puzzle-based mobile game that uses similar block-based coding approach as Scratch.
- The basic idea of this mobile game is to help a friendly alien Scottie to get back home to the outer space.
- The game is a combination of cardboard tiles, which are used by the players to create coding instructions, and a mobile application, that sets tasks and scans the proposed code solutions.

Maja Videnović, <https://www.youtube.com/watch?v=hXZOGFal6vc>

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Scottie Go!

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Scottie Go! and CT development

Video Presentation
[Scottie Go! for Computational Thinking](#)

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Discussing Scottie Go! vs. Scratch

Group activity

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Scottie Go! vs. Scratch


- In small groups discuss the possibilities of Scottie Go! and Scratch in order to point out benefits for introduction of computational thinking in your class.
- Share your ideas with the teacher and the other groups.




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Questions



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Workshop 3 – Games and Tools for Programming

Session 6: micro:bit in classroom

Expected Learning Outcomes

- Recognize the elements and process of using micro:bit
- Compare micro:bit with Scratch
- Be able to develop activities using micro:bit

Teaching Methods/Approaches

- Teacher presentation and demonstration
- Individual activity
- Group activity - collaboration

Sources of Training Materials

- Computational Thinking: <https://code.org/curriculum/course3/1/Teacher> (4.1.2019.)
- micro:bit: <https://microbit.org/hr/ideas/> (4.1.2019.)
- BBC micro:bit edukacijski materijali: <http://izradi.croatianmakers.hr/bbc-microbit-uvodna-stranica/> (4.1.2019.)

Duration: 3 hours (135 minutes)





Topic/Sub-topics	Learning Objectives	Evaluation
1. INTRODUCTION OF MICRO:BIT	<i>Participants will be able to describe the functionalities and features of micro:bit and recognize and compare basic micro:bit applications with Scratch.</i>	Learners explore and analyse simple micro:bit applications and compare it with Scratch projects.
1.1. Introduction of micro:bit as tool for programming (basic concepts, how it differs from Scratch)	Explore the functionalities and features of micro:bit, micro:bit development environment, and basic event driven programming	
2. HOW TO APPLY MICRO:BIT IN DIFFERENT SCHOOL SUBJECTS	<i>Participants will be able to introduce basic micro:bit applications in their classroom.</i>	Learners explore and analyse micro:bit projects and explore possibility to apply them in their classes for active participation of their students (group activity).
2.1. Demonstration of using simple micro:bit application for different school subjects	Analyse existing applications suitable for different subjects Analyse examples of project-based learning using micro:bit	
2.2. Developing and adopting micro:bit application for different school subjects	Be able to alter micro:bit code in order to better match learning outcome	



Presentation: micro:bit in classroom




Games for Learning
Algorithmic Thinking

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Workshop 3: Games and tools for programming

Session 6: micro:bit in classroom


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Authors and licence


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GLAT project, <https://ec.europa.eu/programmes/erasmus-plus/projects/eplu-project-details/#project/2017-1-HR01-KA201-035362>


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Agenda


- Introduction of micro:bit as tool for programming
- Creating basic micro:bit applications for different school subjects

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Introduction to micro:bit programming - how it differs from Scratch

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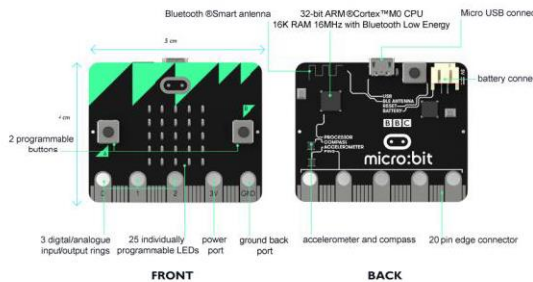
From Scratch to micro:bit

- micro:bit is a very small circuit board designed to help young students learn to code and create with technology.
- It has many features including an LED display, buttons, and a motion sensor.
- Teachers can connect it to Scratch and build creative projects that combine the magic of the digital and physical worlds.



<https://microbit.org/>

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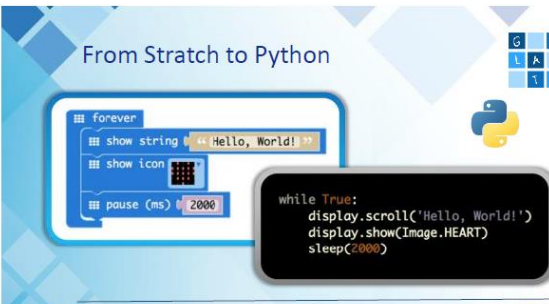
Labels for FRONT view: 2 programmable buttons, 3 digital/analogue input/output rings, 25 individually programmable LEDs, power port, ground back port.

Labels for BACK view: Bluetooth® Smart antenna, 32-bit ARM® Cortex™ M0 CPU, 16K RAM 16MHz with Bluetooth Low Energy, Micro USB connector, battery connector, accelerometer and compass, 20 pin edge connector.

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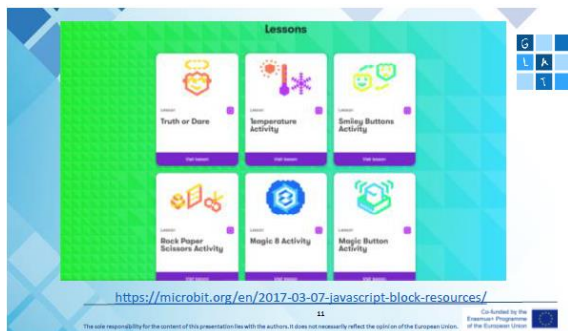
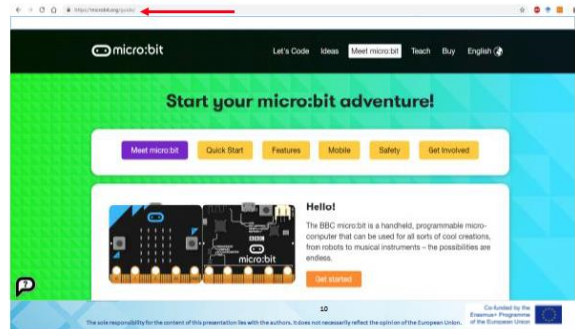


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Games for Learning Algorithmic Thinking



Strategies for engaging students 1/2

- Creating educational applications for tools which are familiar for children:
 - for example, class projects using mobile phones.
- Enabling children to engage with a broader audience:
 - for example, blogs can encourage literacy, enable children to share work and invite responses.
- Facilitating links with local organisations:
 - for example creating QR codes to contribute to a local museum.

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Strategies for engaging students 2/2

- Encouraging children to create digital artefacts:
 - for example, allowing children to make their own films using simple hardware and software.
- Integrate digital literacy into children's research skills:
 - using social-bookmarking sites for children to form groups and add their own bookmarks and evaluate those of others on a particular research topic.

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Student involvement

- Student involvement may vary, from engagement as contributors, through raising awareness of digital literacy, to teaching digital literacy skills to others.
- Activities might include:
 - peer to peer learning, with more adept students supporting the digital literacy development of others
 - students leading and learning about digital literacy alongside teachers, and in some cases parents and the wider community
 - students mentoring and teaching teachers – recognising that there are aspects of digital literacy and ICT use with which students are more familiar

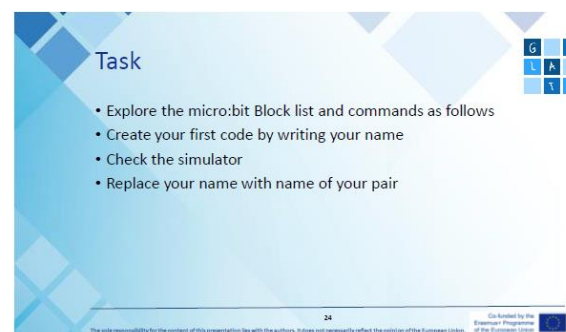
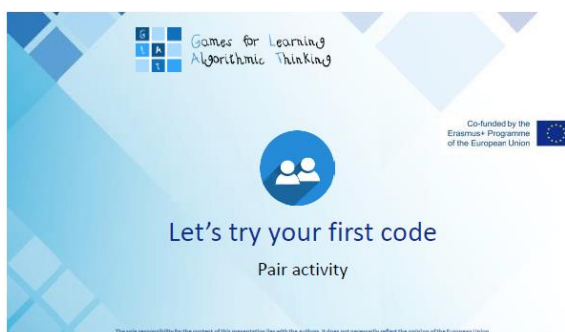
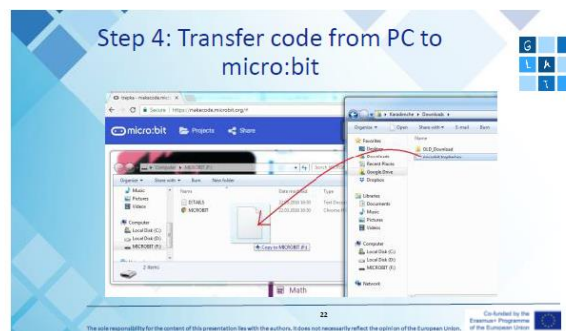
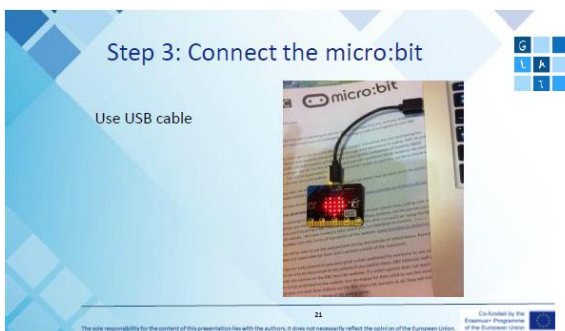
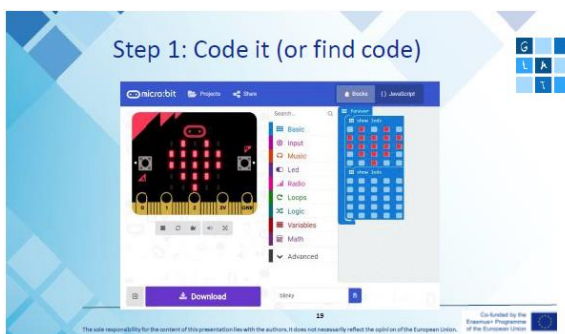
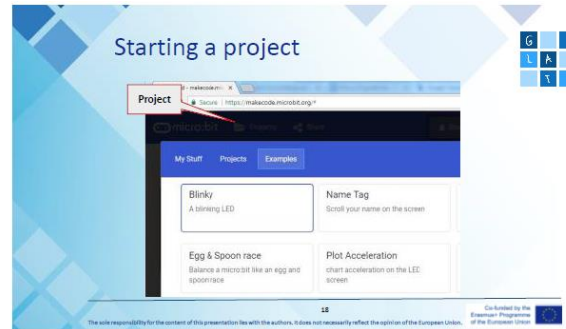
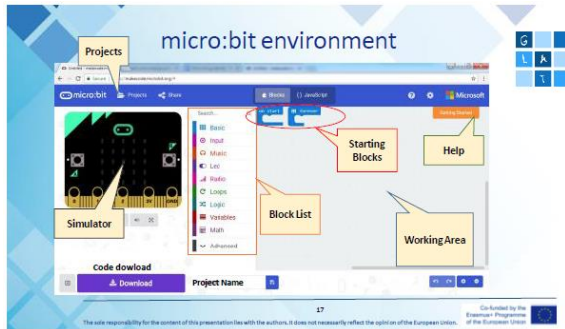
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Getting started with micro:bit

Individual activity

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Basic and Input commands




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Music and Led commands




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Radio and Loops commands



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Logic commands and Variables



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Math commands and More...



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micro:bit as Name Tag


- Drag blocks and change "Hello!" with your name!



- Check the simulator!

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Questions



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Workshop 3 – Games and Tools for Programming

Session 7: Designing learning scenarios

Instructions for the participants

Expected Learning Outcomes

- Create learning scenarios that will include, along with educational games, concepts of programming and computational thinking for different school subjects in primary education
- Apply the created learning scenarios in different school subjects in primary education with the students from 1st to 4th grades

Individual Assignment:

Your task is to prepare the learning scenario based on IBL and Scratch/micro:bit educational game in written form and in graphical form using LePlanner. You could choose any school subject and any lesson within the subject for students from your class, considering that the activity should be completed in three months.

This is the **first version of the 3rd learning scenario** which you will continue to design with the online help of your mentor.

In this scenario the use of at least one story or game example developed in Scratch or micro:bit is required. It is not necessary to develop the game by yourself. Your task is to fill in detailed **Game/story template** with the help of your students as a follow-up activity.

Completed version of the game description and learning scenario will be **reviewed** by the mentor. According to the descriptions in the Game/story template, mentor will organize the development of the game (e.g. help will be provided by the teachers or students of Informatics). The final refined versions you will **implement** in the classrooms with your students. Last step is to play the final version of the game together with your students.

You are also supposed to write the **reflection** on conducted activities.

Duration: up to 3 months for the whole assignment (including the development of story/game in Scratch)

ASSIGNMENT STEPS	
23.	Choose a school subject – plan the activities that will be carried out in your class next month.
24.	Use the Learning Scenario Template form (Annex 1) for textual version and LePlanner for graphical version of your scenario.
25.	Specify the Learning outcomes : <ul style="list-style-type: none"> - state general learning outcomes related to the course that will include problem teaching and logical tasks - state learning outcomes oriented on algorithmic thinking
26.	Describe Aim and tasks of teaching and give a Short description of activities . Plan the activities that will encourage your students for seeking the information, critical and logical thinking as well as collaborating while solving the problem according to the principles of inquiry based learning (IBL). The activities should include a game on computer/tablet/smartphone (not only unplugged activities).





27.	Specify the Keywords, Correlation and Interdisciplinarity with other courses or topics, and Duration of activities .
28.	Point out Learning and teaching strategies and methods . Specify the Teaching forms : use the principles of IBL and team work of students. Problem solving elements (logic games, quizzes, ...) can also be included.
29.	Choose Tools and games that will be used on computer/tablet/smartphone for at least one example. Mandatory is to use of at least one story or game example developed in Scratch or micro:bit. Point out all Resources/materials which will be required for the teacher as well as for students.
30.	Use Game/story template (Annex 2) to prepare the description of the story or game. For now, prepare just a draft (fill in elements: Title of the game, Type (Scratch or micro:bit), Course/Grade, Learning outcomes, Goal of the game). Pay attention to the copyright for images, videos, and other materials collected from the web. Photographing your students requires written parents' consent.
31.	Elaborate the Teaching summary as Motivation (Introduction), Implementation and Evaluation (Reflection) . This part describes in detail previously mentioned short description of activities. It should be based on IBL and activities with students for designing a story/game.
32.	In Annexes box provide a link to the graphical version of the learning scenario in LePlanner. You will add link to the developed online story later.
33.	Examples and game references box should contain a link to the Scratch story and to the other sources you will use for the activities.
FOLLOW-UP ACTIVITIES	
9.	Upload your completed first versions of learning scenario and draft of the game/story description to the Moodle e-course. Mentor will review and correct your scenario and story description.
10.	Upload your final version of learning scenario with story description considering mentor's suggestions and corrections.
11.	After mentor's approval, implement the part of learning scenario about the story development in the class and design game with your students. Complete the game/story description and upload it in the Moodle e-course. Mentor will provide you with the finished story/game for your learning scenario.
12.	Implement the last part (Reflection and evaluation) of your learning scenario in the class with your students and play the final version of the game together with them.
13.	Post a reflection on conducted activities in the forum: <ul style="list-style-type: none"> • Write a more extensive description on the implementation of the activity in your class. • Describe how your students have accepted learning activities, point out the parts about designing the game and playing the game. • Describe the achievement of all planned learning outcomes, both general and oriented on algorithmic thinking. • Define what you would like to change before the next implementation of the scenario.





Games for Learning
Algorithmic Thinking



Part III: Annexes





Annex 1: Learning scenario template

Learning Scenario Title		
Course/Grade		
Learning Outcomes	<p><i>General learning outcomes</i></p> <p><i>Specific LO oriented on algorithmic thinking</i></p>	
Aim, Tasks and Short Description of Activities		
Keywords		
Correlation and Interdisciplinarity		
Duration of Activities		
Learning and Teaching Strategy and Methods		
Teaching Forms		
Tools		
Resources/Materials for the Teacher		
Resources/Materials for the Students		
Teaching summary	Motivation-Introduction	Duration
	Implementation	
	Reflection and evaluation	





Games for Learning
Algorithmic Thinking



Annexes	
Examples and game references	





Annex 2: Game/story scenario template

Title of the game	
Type <i>(Scratch or micro:bit)</i>	
Course/ Grade	
Learning outcomes	
Goal of the game	
Characters and their roles	
Description of the game flow	
List of scenes / backgrounds	
Logical tasks within the story <i>(Note: select tasks that are aligned with your learning outcomes)</i>	
End of the game	

Appendix - Instructions for Storytelling in Scratch

The basic idea is to encourage students' algorithmic and computational thinking by including them as much as possible in designing the game/story, rather than just playing/reading it when finished.

Using Scratch, the whole story, which should have at least one logic game, will be designed. This game is used to direct the flow of the story according to the "if ... then ... else" principle as one of the algorithmic thinking concepts we would like to encourage in students.

The story will be designed together with the students, the amount of their participation will depend on their age. You should estimate how much help has to be provided to your students in this process.





For example, with the students you can design: **characters** (who will be the main character, who will be supporting characters, what they will look like, what they will do in the game,...), **scenes** (how many, what will they represent, what objects will be placed on them,...), the **goal and flow of the game** (what we want the main character in the game to do and achieve during the game), the **text** (written on the scene, or in the "bubbles", ...), **logical tasks** ("obstacles" for the main character which must be resolved or "skipped" because the continuation of the game depends on it (according to "if ... then ... else" model).

For logical tasks, students can also be asked, for example, what items are collected, what they look like, what elements will be "wrong", how points are gained or subtracted in the game, how to move a character towards a given object, etc.

The recommendation is that the story has no more than 3-4 scenes that are connected with 2-3 logic games to achieve the "if ... then ... else" flow of the game. The end of the story should depend on the results of the logic games played, so the endings of successfully solved games should differ from the endings of unsuccessfully solved games.

