

Programming for the 21st century classrooms

Future Classroom Scenario

Title of the scenario:

Escape from a desert island

Names of team members:

Kasia, Ania, Małgorzata B., Agnieszka

Tools and Resources

What resources, particularly technologies, will be required?

cs unplugged

Targeted grade levels

What is the minimum and maximum age of students that can be involved with this scenario ?

9 y.o.

Learning Objectives, Skills and competencies

What are the main objectives?

What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills).

Improvement of computational thinking in pupils and enhancing of creativity

- Problem analysis
- Recognizing of geographical directions
- cooperation
- Improvement of English spelling
- English vocabulary revision
- Problem solving

Learner's Role

What sort of activities will the learner be involved in?

- Encrypting of the code give by the teacher
- Making English words from the letters given
- Inventing a way to escape from a desert island with the use of the objects they have
- drawing

Future Classroom Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario.

PROCEDURE

1. Introduction: playing 'pizza hungman' the children find out the topic of the lesson - escape
2. Working in teams the children have to find the letters hidden in a chart according to a code given by a teacher (the code uses the names of geographical directions)
3. Each group make as many names of useful objects as they can (the flashcards are on the board, but other words are allowed)
4. They have to make out, how to leave a desert island using the items they possess
5. Each group draw a picture of their escape (drama?) - the rest of the class guess the names of the objects

Outcome

Add the link to the video, drawing, photo collage or any other creative outcome you have created to explain your idea behind this learning scenario.

Drawings

<https://padlet.com/zespooswiatowy/iva21ef2gwfi>