



Program another person



The purpose of this activity is to provide students with an understanding of what programming is. It is crucial that students understand how important precise directional and verbal words are when communicating with each other. The focus in this activity is that the students:

- understands what an algorithm is (A series of commands / actions in a particular order giving a given result)
- provides and receives precise instructions. Understand what language is and what it is used for.
- practice the use of directions

Description

The teacher asks one of the students to go somewhere else in the room - in another language. Eg. German or French. Does the student understand that? Try to put it in English now, does the student understand? Talk to the students about the importance that we speak the same language so we can understand it.

Now make a statement that exactly tells what the student should do. Where should the student start and finish in the class room? What direction and how many steps forward, right / left, etc. Let one of the students follow your statement, did they come to an end? Please try again until it succeeds.

Let students try to program each other 2 and 2. Repeat the exercise, but now with an algorithm sheet. Draw start and end of the sheet. Show your solution on the sheet, get a student to follow your commands. Do it a few times until everyone understands it. Let students do the same exercise together 2 and 2 sometimes. Talk about solutions - the fastest and the others. As a supplementary exercise, a maze or route of tape on the floor can be used to train the same mindset.

What type of resource is this?

Basic programming without robotics equipment.

Picture:



This activity does not require much equipment. An algorithm sheet with squares must be used for each student. Furthermore, tape / chalk for marking a maze or route on the floor or on an area outside.

Estimated time 45 - 60 min.