

Erasmus+

# „SCIENCE IN OUR LITTLE HANDS” Erasmus +



PIŁA 2016 - 2018

# It's us, kids from the third grade



# How did we work?



**Group:** 18 students (2016/2017 Class II, 2017/2018 class III)

**Place:** Szkoła Podstawowa nr 12 z Oddziałami im. J. Korczaka w Pile

**Working methods :**

- \* giving: explanation, description, talk, live words,
- \* exhibiting: show combined with experience, exhibition,
- \* demonstration, subject exercises,
- \* programmed: with the use of a computer,
- \* activating: multimedia games.

**Forms:** collective, group, individual.

**Measures:** computer, tablet, coding mat, arrow set, work card -  
graphic dictations, labyrinths.

**Ideas:** taken from literature or from our own imagination.



# AREAS OF ACTIVITY



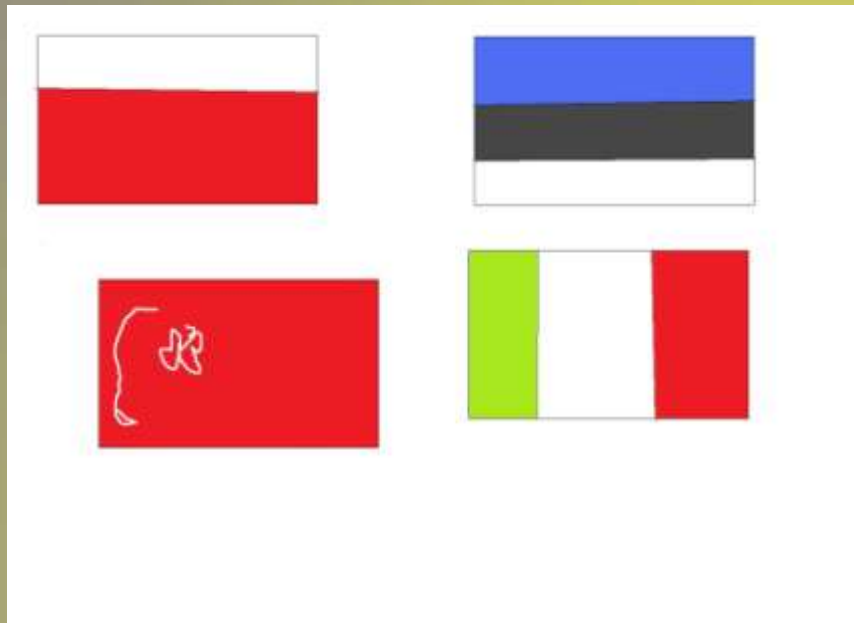
- ✓ painting on the screen,
- ✓ educational games,
- ✓ use of youtube resources,
- ✓ multimedia presentations,
- ✓ we write electronic letters,
- ✓ tablet,
- ✓ interactive whiteboard,
- ✓ elements of robotics,
- ✓ programming.

## AREA OF ACTIVITY I

### PAINTING ON THE SCREEN

<b>WHAT DO WE DO?</b>	Practical use of the computer
<b>WHAT DO WE NEED?</b>	Computer, Paint graphic program
<b>HOW TO DO IT?</b>	<p>The student independently using a wide range of graphic software tools performs a drawing on the topic given by the teacher, eg:</p> <ul style="list-style-type: none"><li>➤ City at night,</li><li>➤ Santa Claus,</li><li>➤ Christmas card,</li><li>➤ Easter card,</li><li>➤ European Union flag.</li></ul>

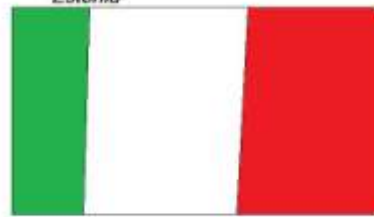




*Estonia*



*Grecja*



*Włochy*



*Turcja*



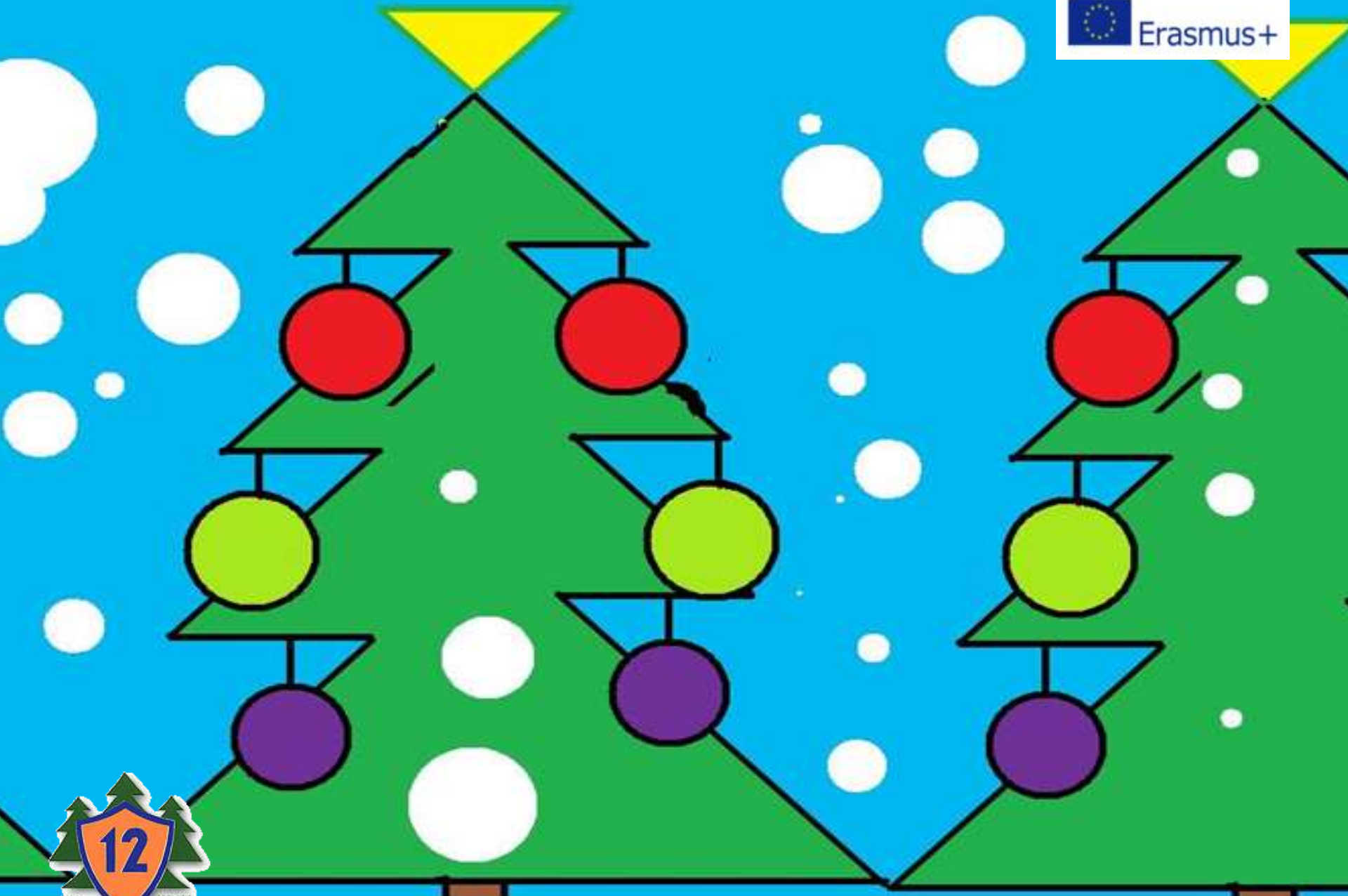






















FLATRON 2042

Recycle - Paint

File Edit View Color Help Format

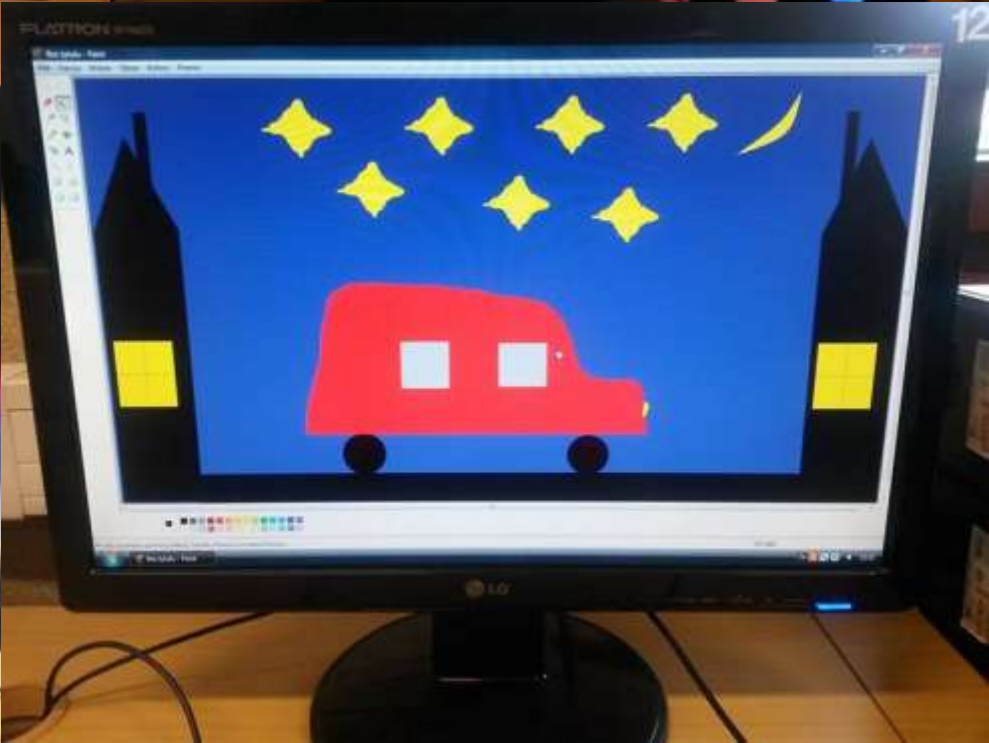
[-] [X] [Y]



Windows taskbar showing icons for Recycle - Paint and system tray.

System tray area showing the time 12:29 and other icons.

LG logo



## AREA OF ACTIVITY II

### GAMES AND EDUCATIONAL FUN

<b>WHAT DO WE DO?</b>	Practical use of the computer
<b>WHAT DO WE NEED?</b>	Computer, Internet, multimedia programs
<b>HOW TO DO IT?</b>	<p>The student learns and plays, for example:</p> <ul style="list-style-type: none"><li>➤ arranging the puzzle,</li><li>➤ getting to know the countries of the European Union,</li><li>➤ getting to know the flag and the emblem of Poland,</li><li>➤ developing spelling,</li><li>➤ developing mathematical skills,</li><li>➤ quizzes.</li></ul>



















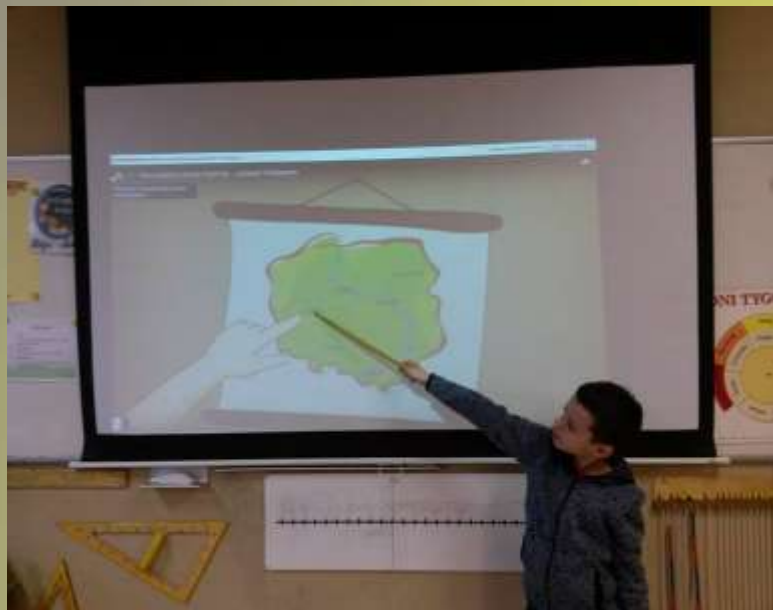
## AREA OF ACTIVITY III

### USE YOUTUBE RESOURCES

<b>WHAT DO WE DO?</b>	Practical use of the computer
<b>WHAT DO WE NEED?</b>	Computer, Internet
<b>HOW TO DO IT?</b>	<p>The student can search and use the wealth of the YouTube resource to, for example:</p> <ul style="list-style-type: none"><li>➤ stacking origami,</li><li>➤ learning dance systems,</li><li>➤ learning songs,</li><li>➤ getting to know the sound of musical instruments,</li><li>➤ ideas for art works.</li></ul>







Jesienne prace plastyczne, deokracje, liść, prace plastyczne jesień, moje dzieci kreatywnie.



Lulajże Jezuniu - Polskie Kolędy + tekst (karaoke)







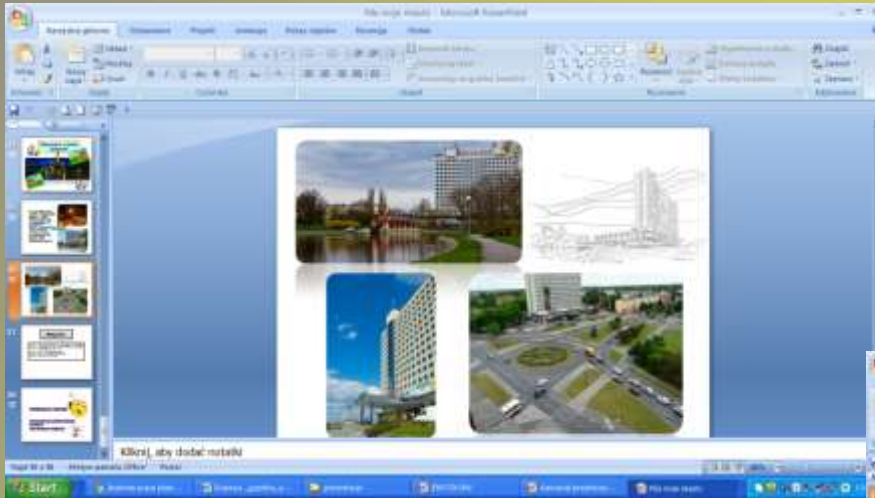


## AREA OF ACTIVITY IV

### MULTIMEDIA PRESENTATIONS

<b>WHAT DO WE DO?</b>	Practical use of the computer
<b>WHAT DO WE NEED?</b>	Computer, Power Point program
<b>HOW TO DO IT?</b>	<ul style="list-style-type: none"><li>➤ The student can make a simple multimedia presentation, e.g.</li><li>➤ My city Piła,</li><li>➤ emoticons,</li><li>➤ Dog breeds.</li></ul>



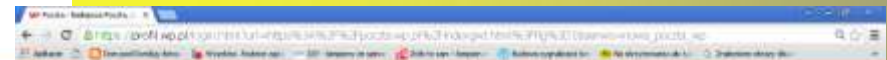
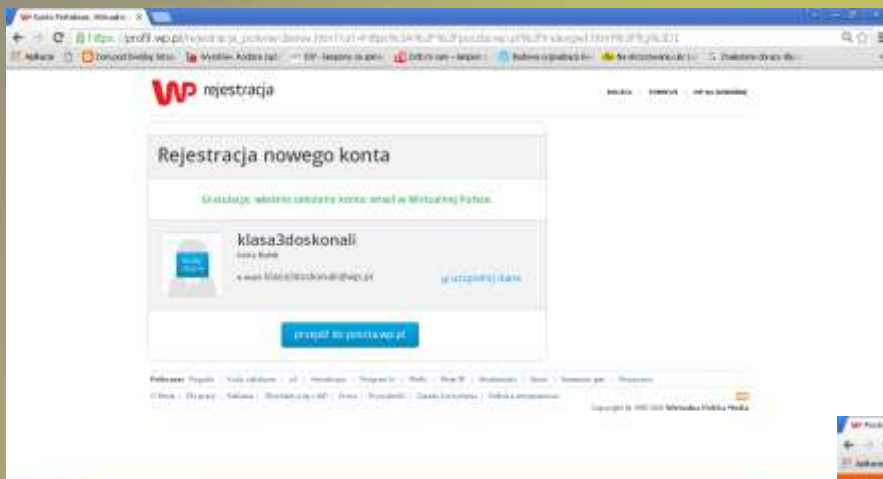


## AREA OF ACTIVITYV

### WE WRITE ELECTRONIC LETTERS

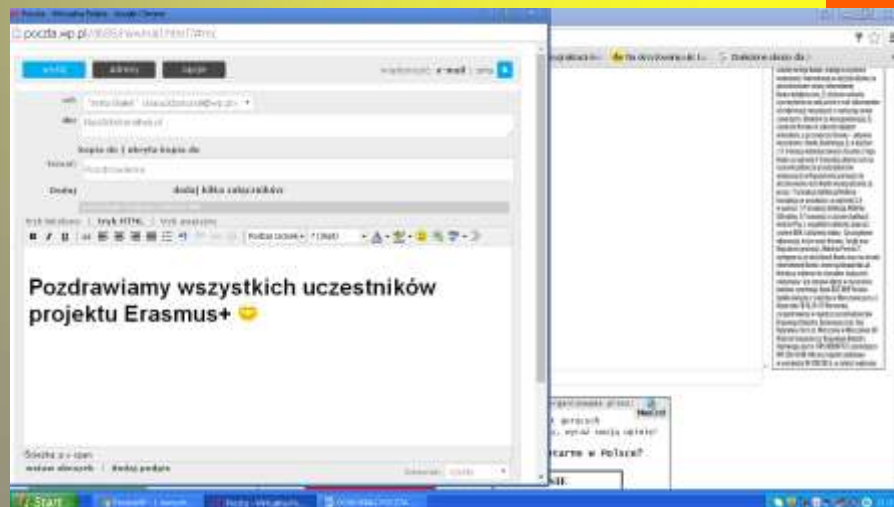
<b>WHAT DO WE DO?</b>	Practical use of the computer
<b>WHAT DO WE NEED?</b>	Computer, Internet,
<b>HOW TO DO IT?</b>	The student can use an e-mail: <ul style="list-style-type: none"><li>➤ log into the class account,</li><li>➤ write and send a message to a friend from the class.</li></ul>





allegro

**MEGA -50%**  
**OKAZJE**



## AREA OF ACTIVITY VI

### TABLET

<b>WHAT DO WE DO?</b>	Practical use of the tablet
<b>WHAT DO WE NEED?</b>	Tablet, Smartphone
<b>HOW TO DO IT?</b>	Student using a tablet: <ul style="list-style-type: none"><li>➤ can take pictures,</li><li>➤ knows how to use the available applications: Polish, mathematical, etc.</li></ul>





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## AREA OF ACTIVITYVII

### TABLICA INTERAKTYWNA

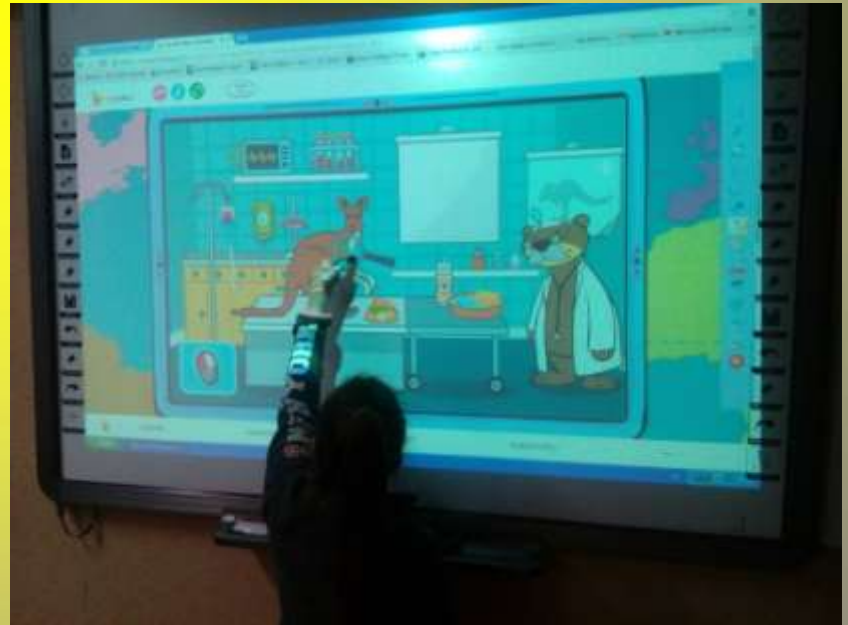
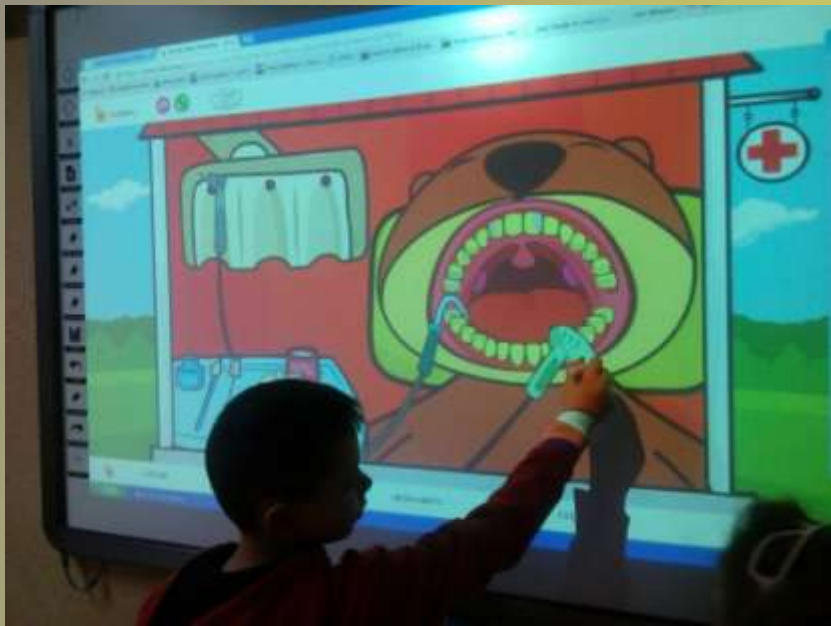
<b>WHAT DO WE DO?</b>	Practical use of interactive whiteboard
<b>WHAT DO WE NEED?</b>	Interactive whiteboard, Internet
<b>HOW TO DO IT?</b>	The student can use an interactive board for learning and playing during classes .









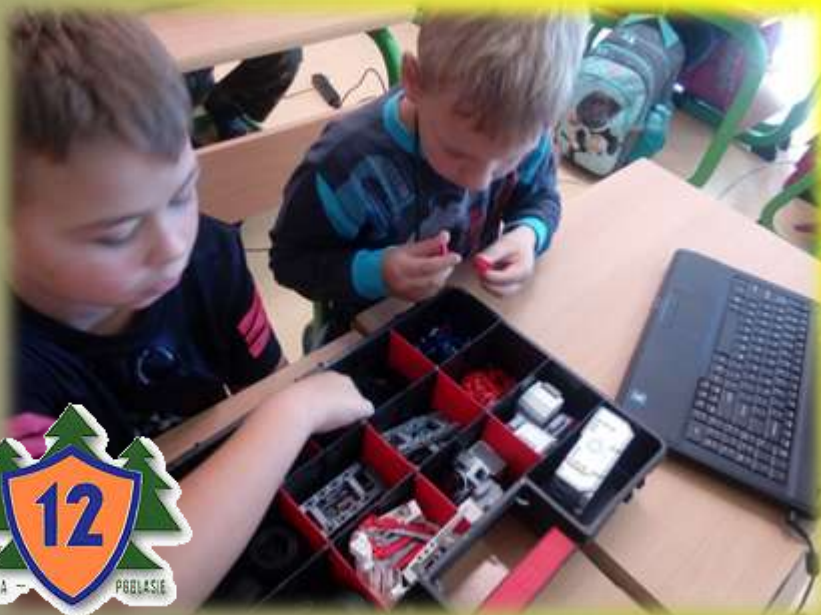


## AREA OF ACTIVITY VIII

### ELEMENTY ROBOTYKI

<b>WHAT DO WE DO?</b>	Practical use of the computer, building robots in accordance with the instructions, robot racing.
<b>WHAT DO WE NEED?</b>	Computer, blocks - sets for building robots, manual, mat, mugs.
<b>HOW TO DO IT?</b>	The student can build a robot according to instructions.



















*Pro legibus*

	I	II	III	IV
PRZYBYTA, LEWA, PATRYK JUNIOR	11	13	24	14
BLANKA, LAVERA LOVE ROBOT	9	10	19	14
WIKTOR, MICHAŁ ODSNIEDACZ	10	10	20	14
MARCIN FRANEK NISZCZYCIEL	4	11	15	2
WIKTORIA MICHAŁ OPTIMUS PRIME	10	7	27	1
NIKOL DOMINIK SPYCHACIEM	9	6	15	2
TOMEK, TAJSI, ANITA DESPACITO	10	14	24	2
POLA, NELL TEADY	8	7	15	2



**MALY INZYNIER.PL**  
ZABAWA, NAUKA, PRZYJEMNOŚĆ!

**Warsztaty naukowe**  
dla dzieci i młodzieży 5-15 lat

2017

1	2	3
4	5	6
7	8	9
10	11	12
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16	17	18
19	20	21
22	23	24
25	26	27



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## AREA OF ACTIVITY IX

### PROGRAMOWANIE

#### WHAT DO WE DO?

Practical use of the computer

#### WHAT DO WE NEED?

Computer, Internet, mazes, dictation graphics, mat, arrow sets for creating codes.

#### HOW TO DO IT?

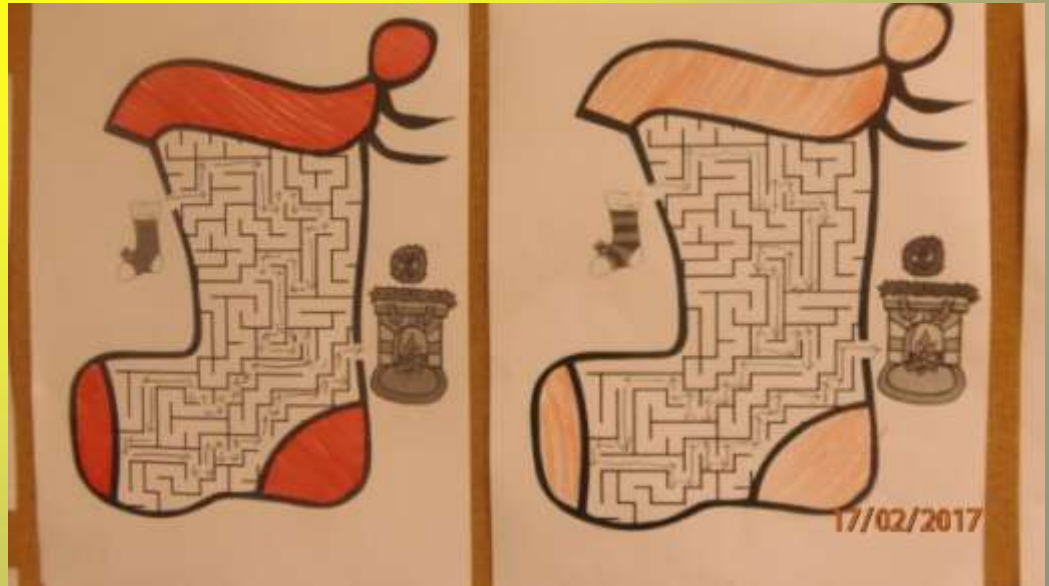


The student undertakes first attempts in programming through:

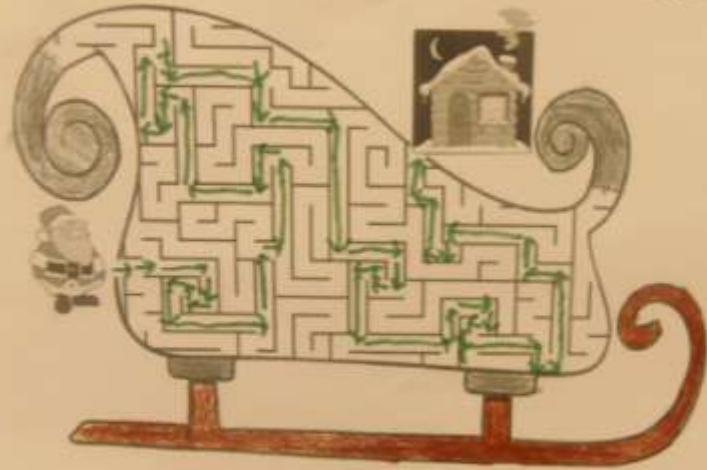
- replenishing labyrinths (the student must draw a path - from point A to point B passing through the labyrinth),
- control of toy vehicles (fun - remotely controlling vehicles),
- moving items on a mat from point A to point B, arranging codes with symbols - arrows,
- coding using the Internet on the website? <https://code.org>,
- graphic dictations (the encrypted field should be colored),
- creating own graphic dictations (using the website <http://nowoczesnenauczanie.edu.pl/generator.html>,

# LABYRINTHS





Help Santa through the Sleigh maze to find the next house to go to.



17/02/2017



17/02/2017



# CONTROL OF TOY VEHICLES







# MOVING ITEMS ON THE FLOOR - FROM POINT A TO POINT B, LAYING DOWN THE CODES WITH SYMBOLS - ARROWS







# CODING WITH THE USE OF A COMPUTER AND WEBSITES

[www.code.org](http://www.code.org)





[www.code.org](http://www.code.org)

Etap 7: Bee Sequence 7



Zbierz trzy nektary i następnie zrób dwa miody!  
Kwiat, na którym jesteś nie ma już nektaru.

bloki Główny roboczy: 10 / 10 bloki

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do uruchomienia
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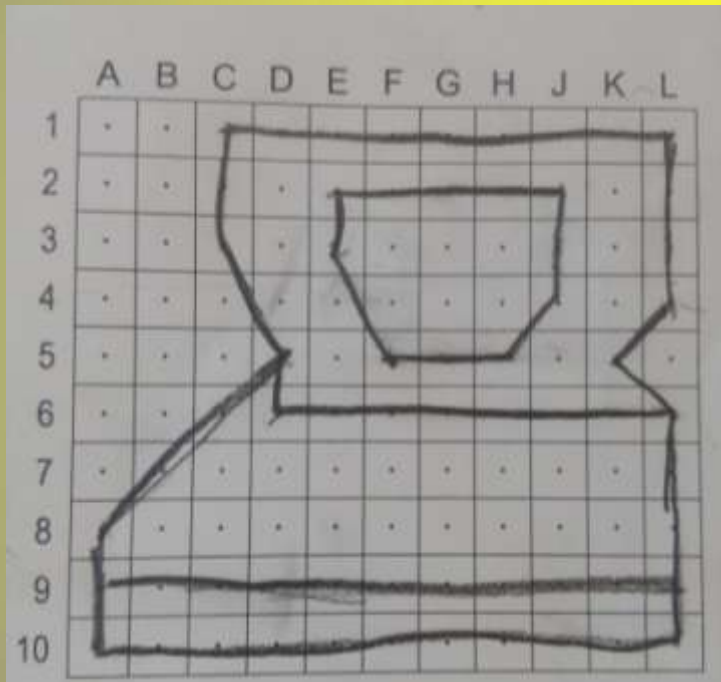
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Zresetuj

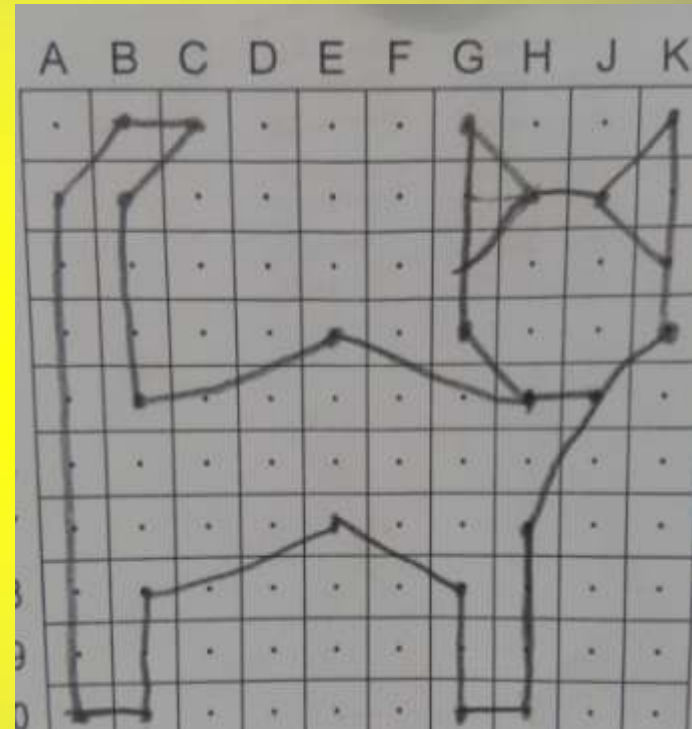
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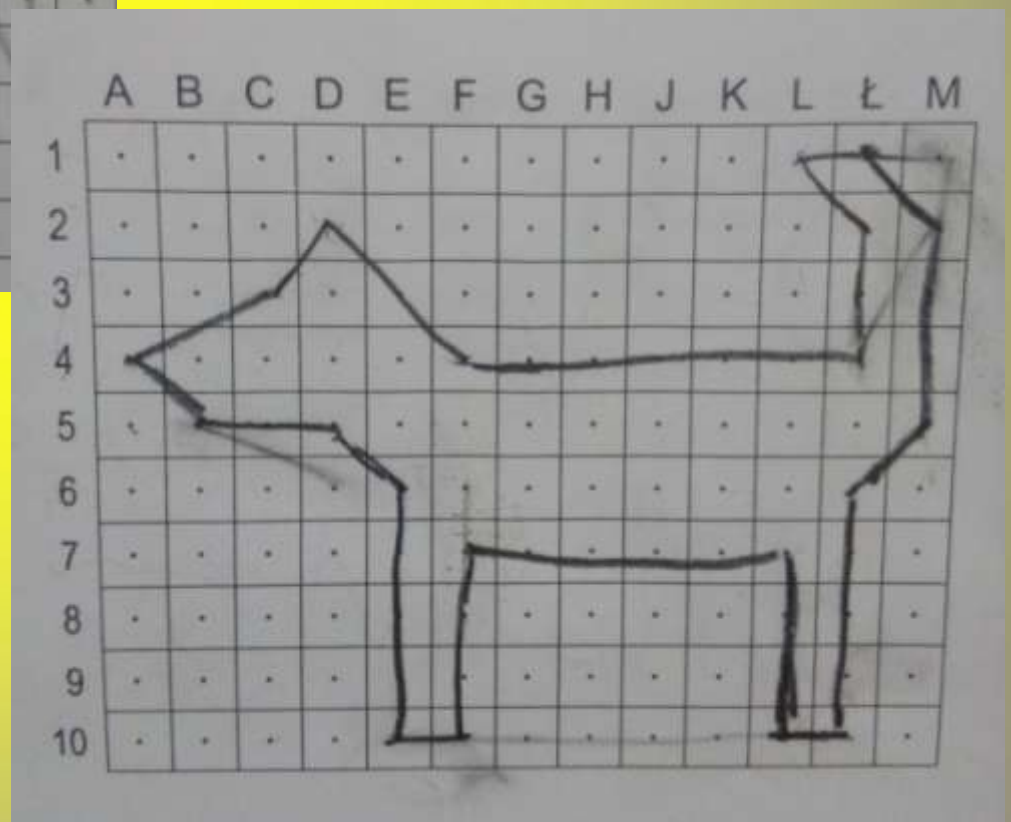
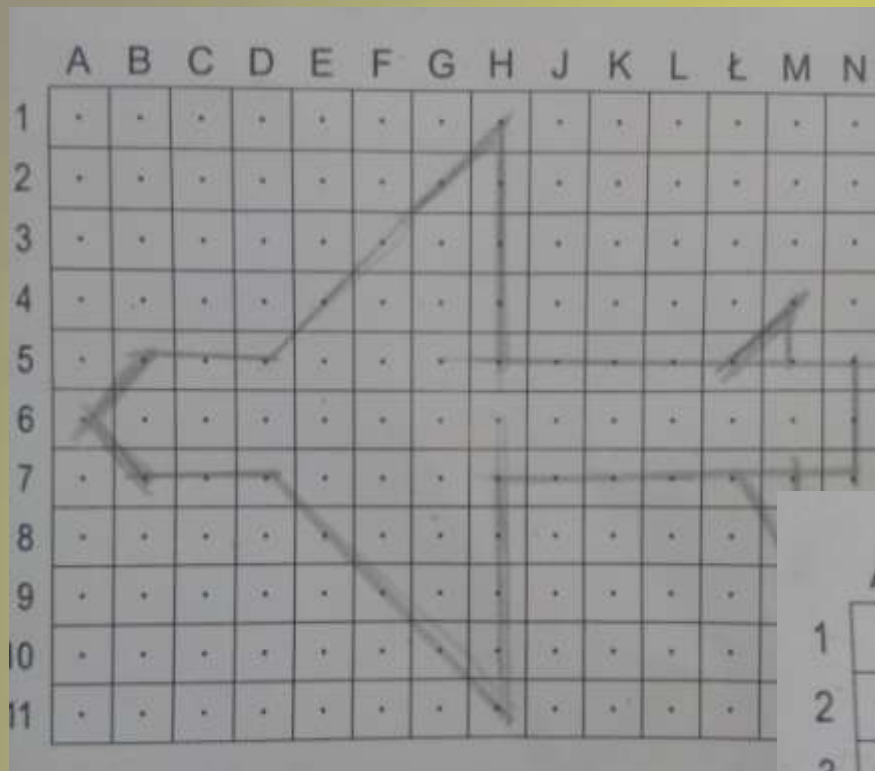


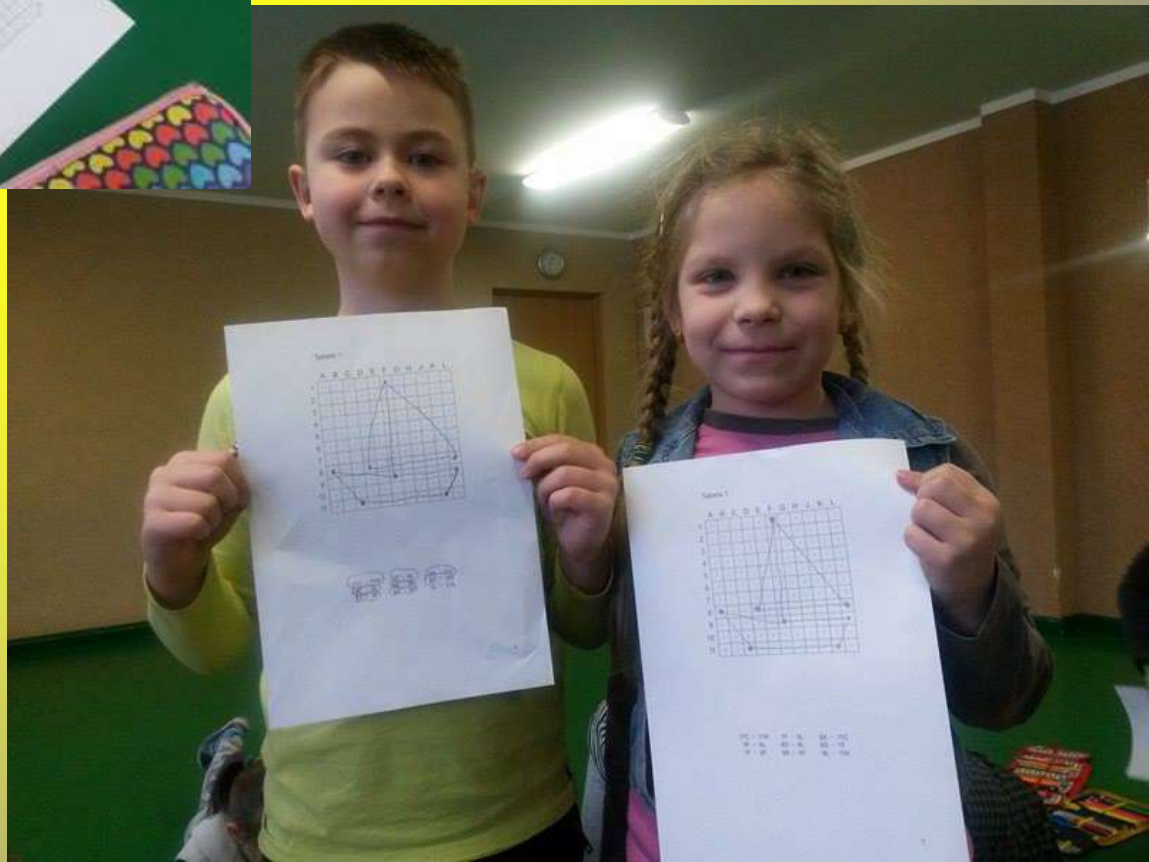
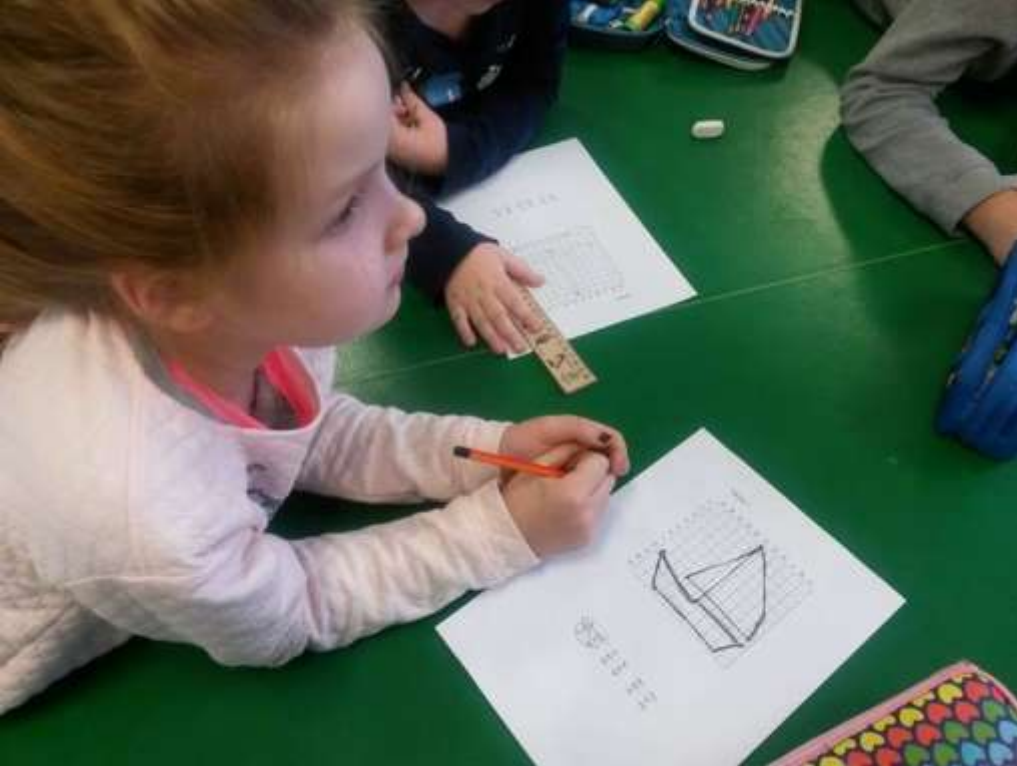
# GRAPHIC SPELLING BEE







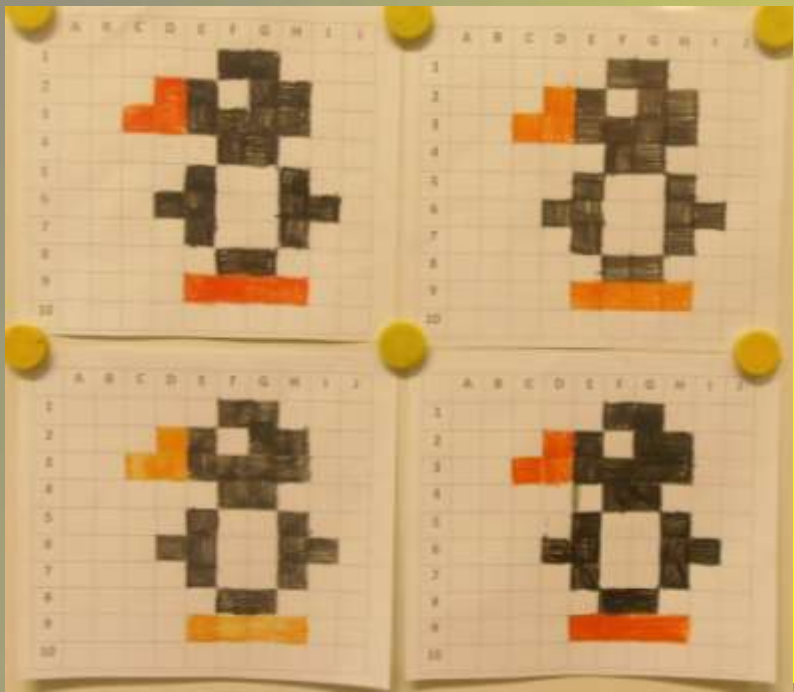










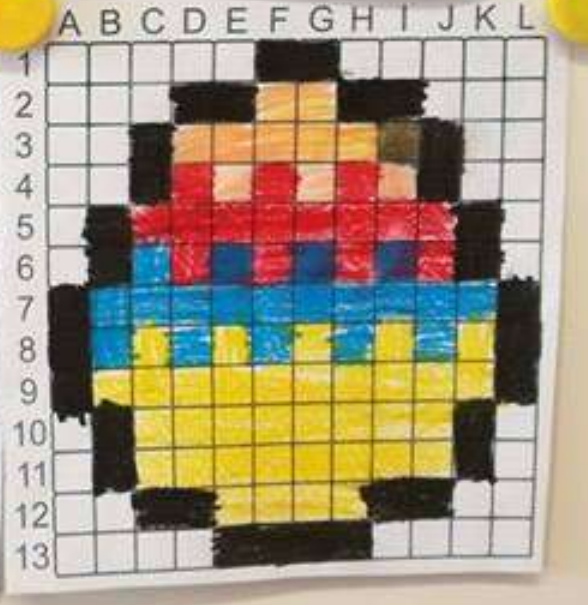


A B C D E F G H I

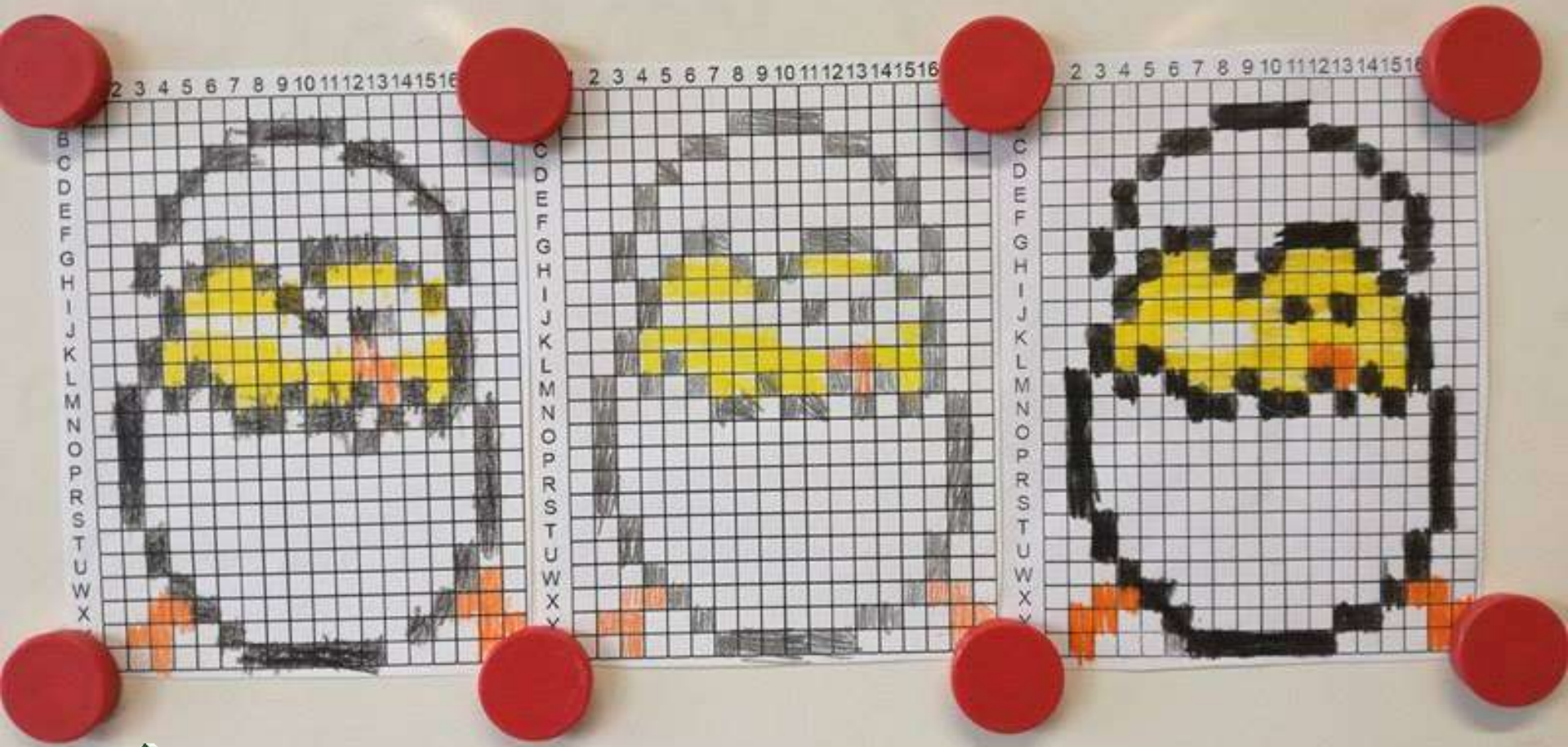


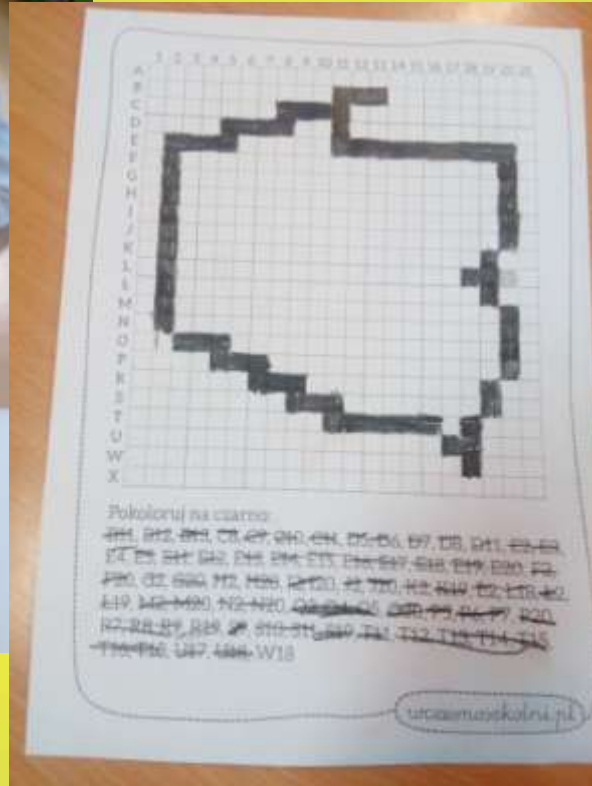
















Andrzejkowe kodowanie

A B C D E F G H I J K L M N O

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**Próbki**  
na czarne: H, V, W, T, O, J, C, K, L, F, A, S, P, E, S, D, A, P, O, H,  
**na żółte:** F, G, H, W, K, C, J, I, T, Z, D, P, G, H, I, K, K, R, D, P, G,  
**na czerwone:** F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,  
**na niebieskie:** A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,  
**na zielone:** A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,  
**na fioletowe:** A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,  
www.mozkalka.pl







# CREATING OWN GRAPHIC SPELLING BEEES







SEE YOU SOON 😊