



Да се уча да програмирам или да програмирам, за да се уча

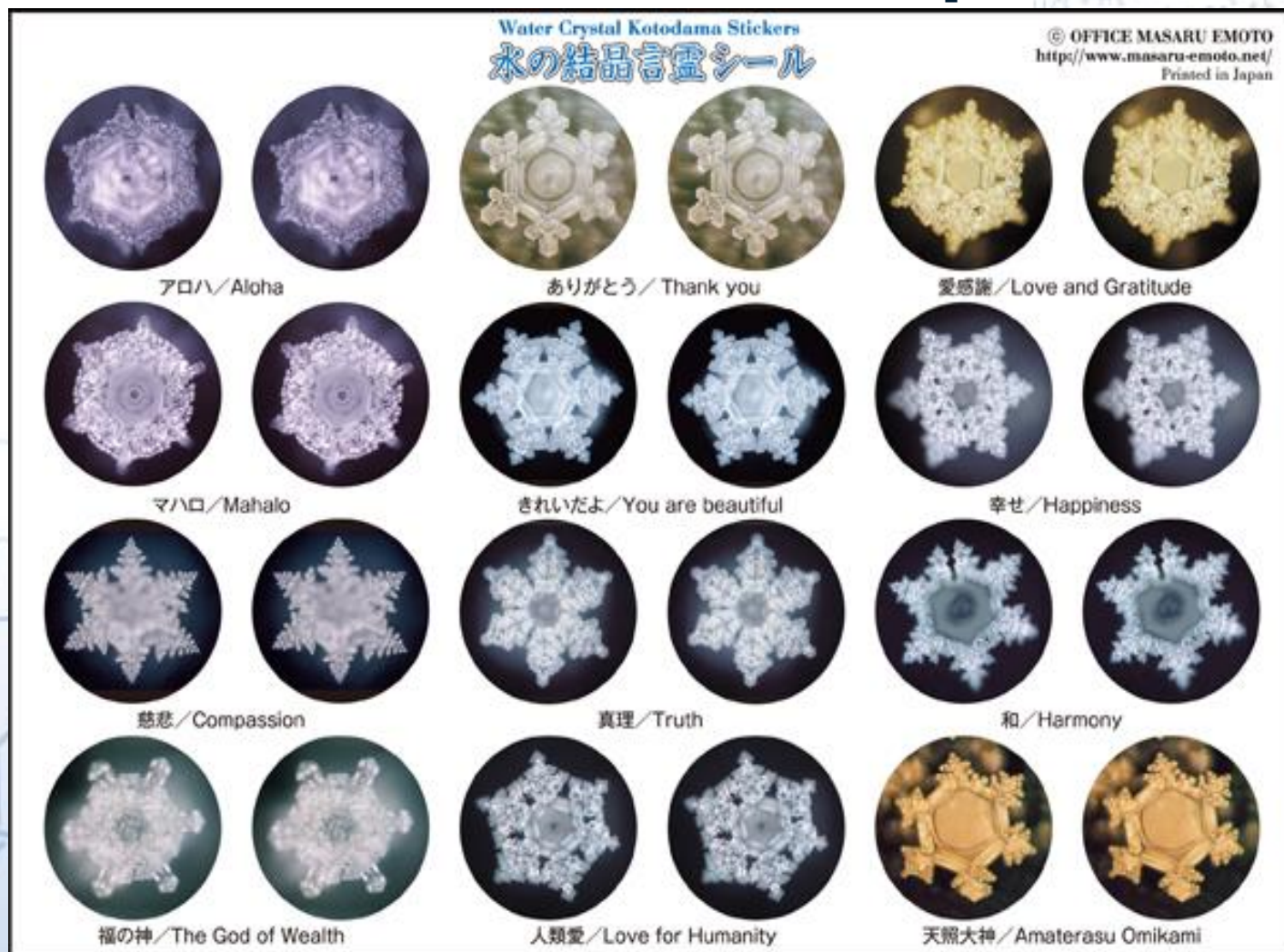
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доц. Евгения Сендова, ИМИ, БАН: jenny.sendova@gmail.com

Уъркшоп по проекта Scientix в рамките на Националния семинар по образованието, организиран от ИМИ-БАН, София, 1-2.12.2017

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Магията на водните кристали



Проект *Снежно парти*

<https://scratch.mit.edu/projects/189935208/#player>



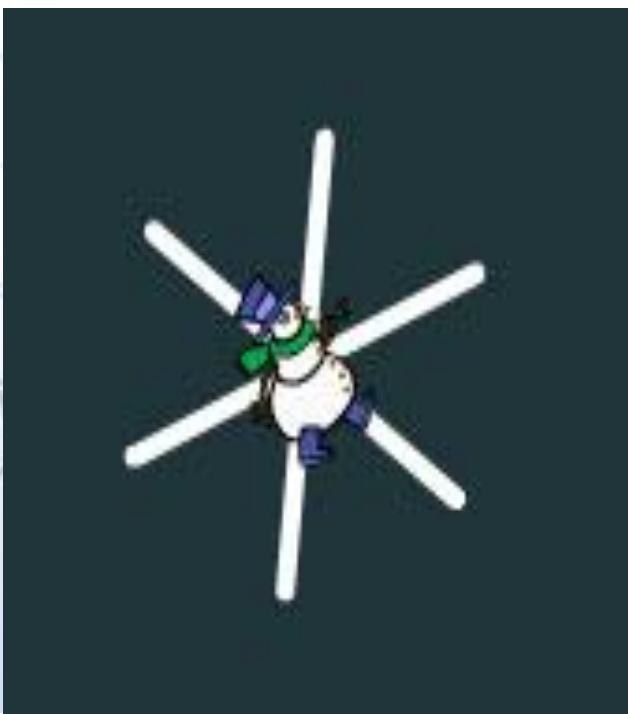
Студио

Изследователски подход

<https://scratch.mit.edu/studios/4509810/>

„Простичка“ снежинка

Проект *SimpleSnowflake*: <https://scratch.mit.edu/projects/189634354/>



```

when green flag clicked
  clear
  set pen color to white
  set pen size to 5
  pen up
  Снежинка 50
  
```

```

Снежинка 30
Снежинка 50
  
```

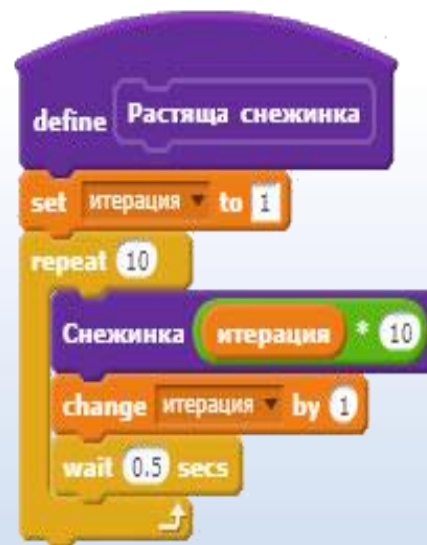
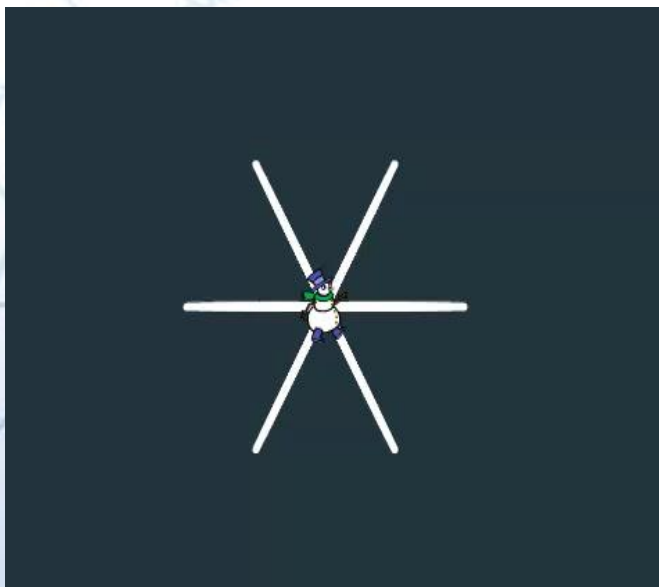
```

define Снежинка размер
  pen down
  repeat 6
    move размер steps
    move 0 - размер steps
    turn 60 degrees
  pen up
  
```

<<Presentation title>> | <<Speaker name>>
 <<Date>> | <<City>>
 <<Name of event>>

Снежинката расте

Проект *SimpleSnowflakeGrow*: <https://scratch.mit.edu/projects/189642957/>

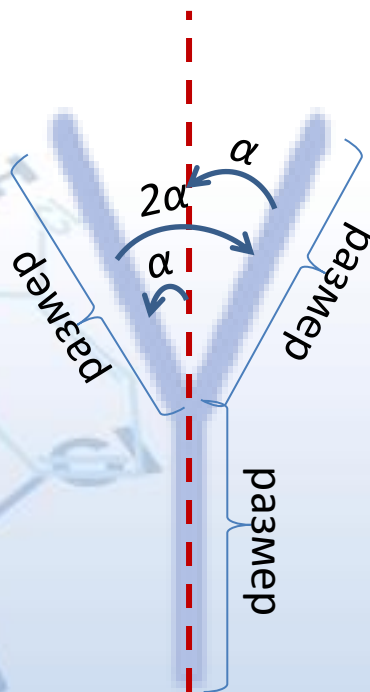
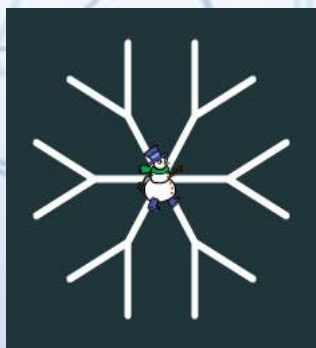


Снежинка с клончета

Проект *BranchedSnowflake*: <https://scratch.mit.edu/projects/189676023>

```

define Снежинка размер ъгъл
pen down
repeat 6
  Клон размер ъгъл
  turn 60 degrees
pen up
  
```



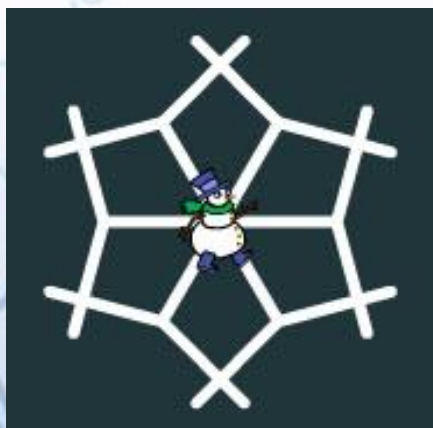
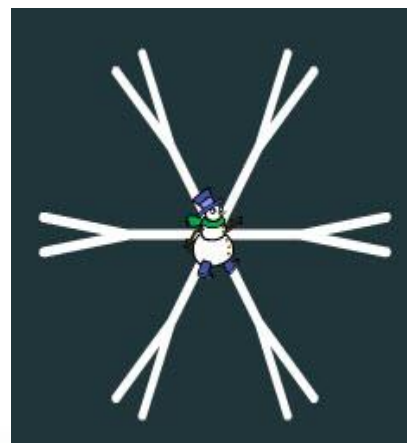
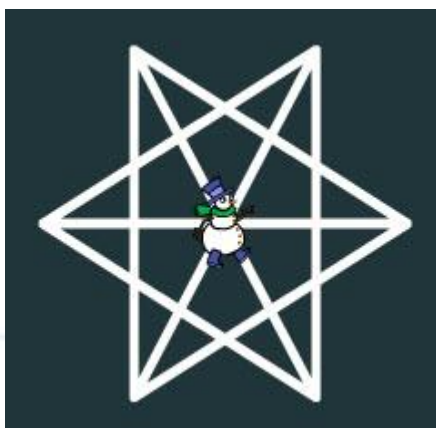
```

define Клон размер ъгъл
move размер steps
turn ъгъл degrees
move размер steps
move 0 - размер steps
turn 2 * ъгъл degrees
move размер steps
move 0 - размер steps
turn ъгъл degrees
move 0 - размер steps
  
```

```

when clicked
clear
set pen color to 
set pen size to 5
pen up
go to x: 0 y: 0
point in direction 90
Снежинка 50 30
  
```

Да експериментираме!



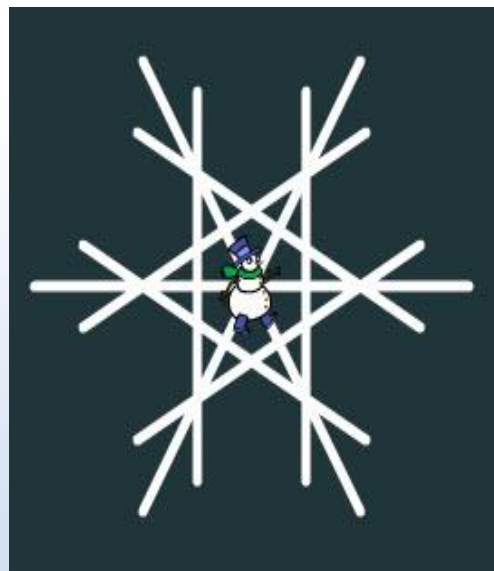
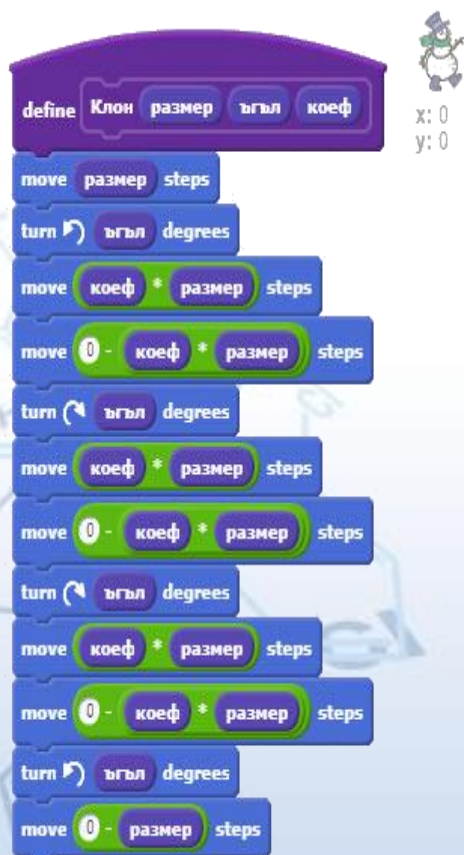
А ако размерите на елементите на клона са различни?

Проект *BranchedSnowflake_2*: <https://scratch.mit.edu/projects/189684526/>



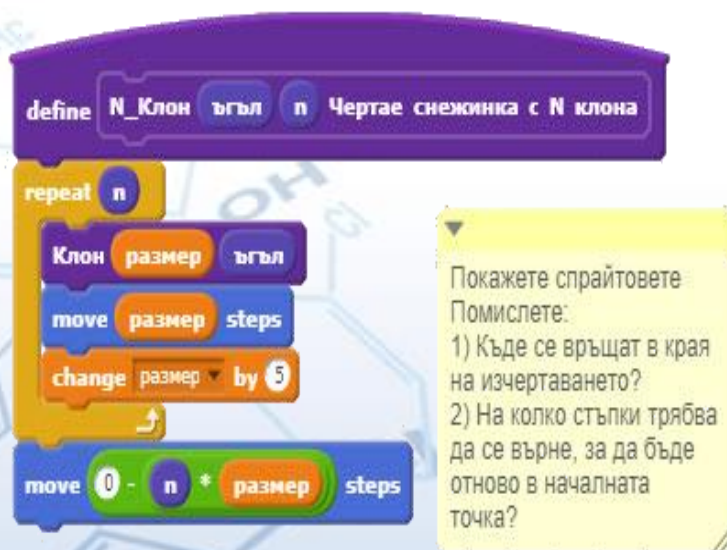
Може и с три разклонения...

Проект *BranchedSnowflake_3*: <https://scratch.mit.edu/projects/189689386/>



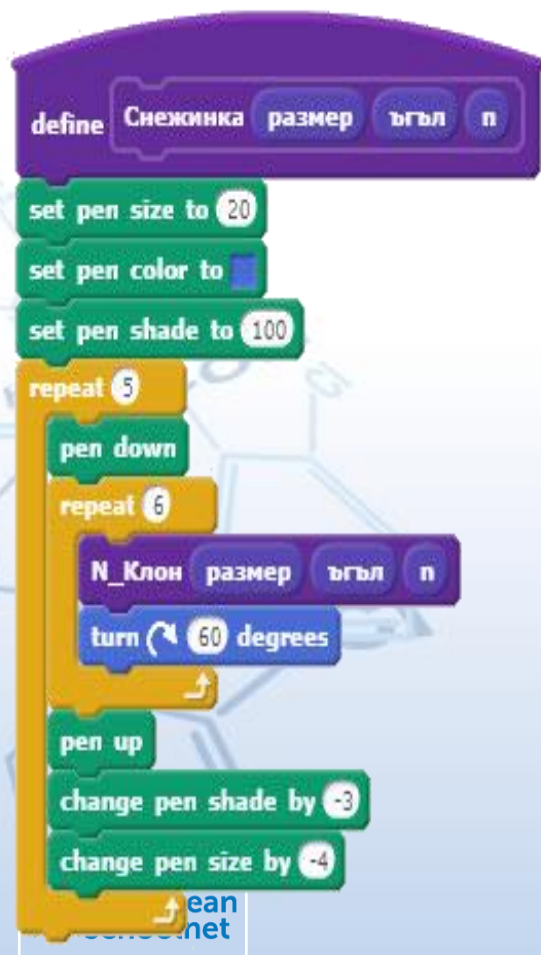
Снежинката расте!

Проект *NBranchedSnowflakeGrow*: <https://scratch.mit.edu/projects/189776899>



... и блести!

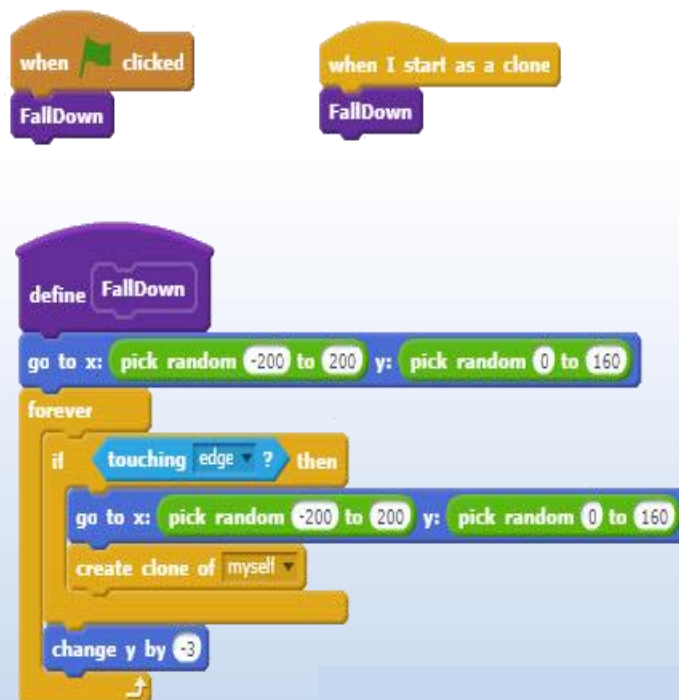
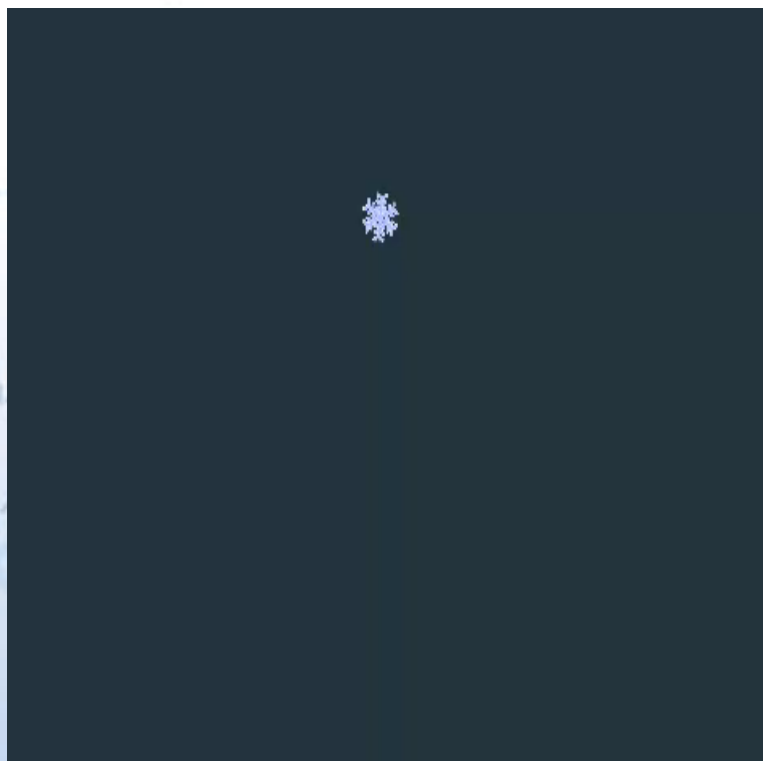
Проект *NBranchedSnowflakeGlow*: <https://scratch.mit.edu/projects/189694615/>



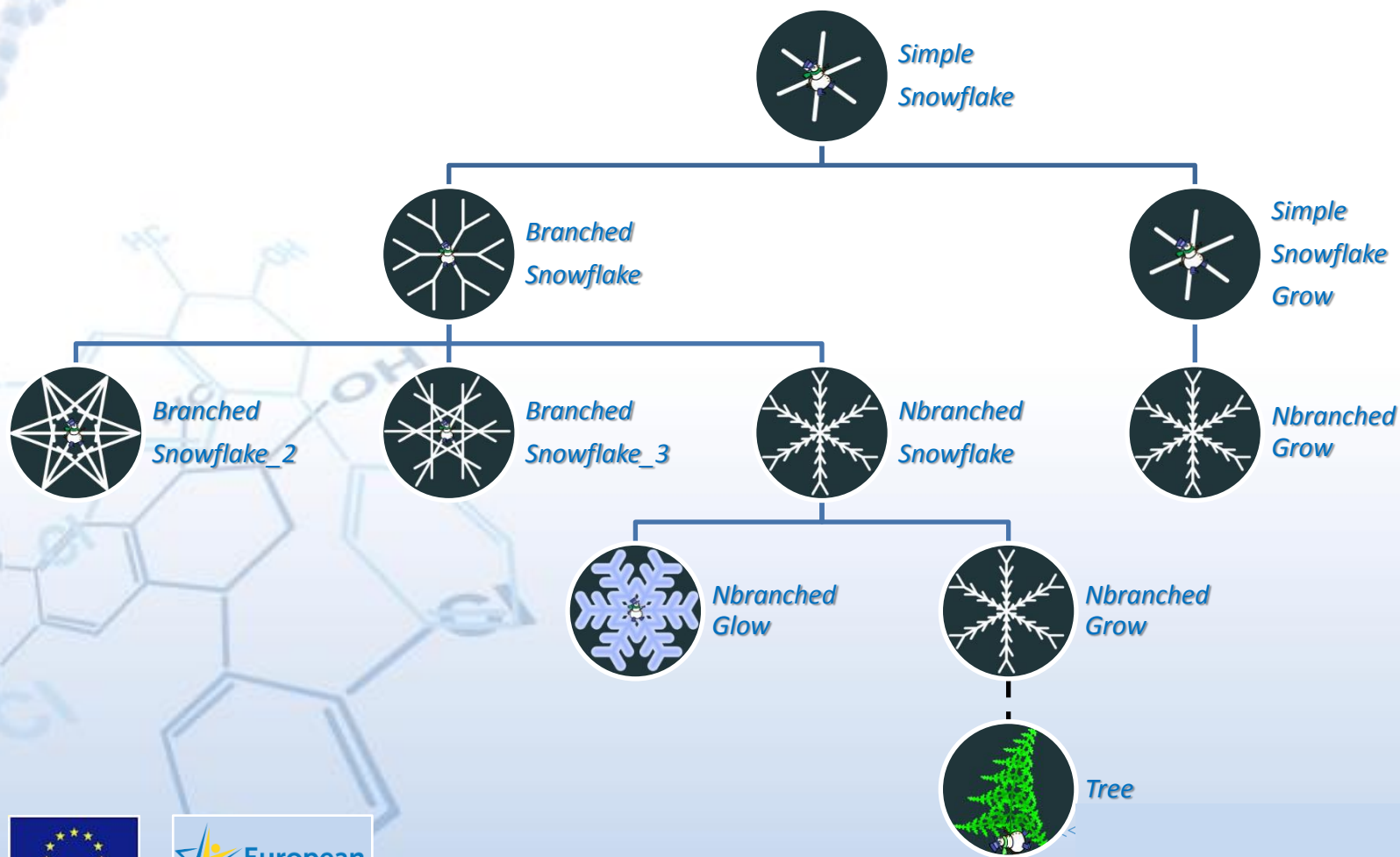
Валят снежинки

Проект *Snowfall*: <https://scratch.mit.edu/projects/189781135>

Светещата
снежинка – КОСТЮМ
на спрайта



Вихрушка от снежинки



Да продължим с... елхичка

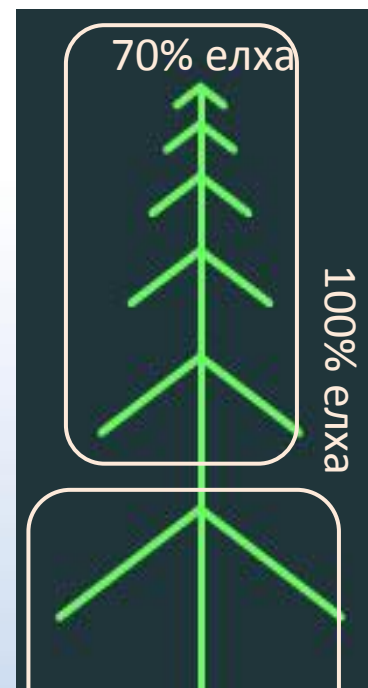
Проект *Tree_1*:

<https://scratch.mit.edu/projects/189795233>



Клонче на снежинка с нов наклон

<https://scratch.mit.edu/projects/189691822>



А ако клоните също са елхички?

Проект *Tree_2*: <https://scratch.mit.edu/projects/189795948>



Опитайте сами!

Наклонена елхичка

Проект **Tree_3**:

<https://scratch.mit.edu/projects/189798219>

Добавете нюанс и случаен избор на размер

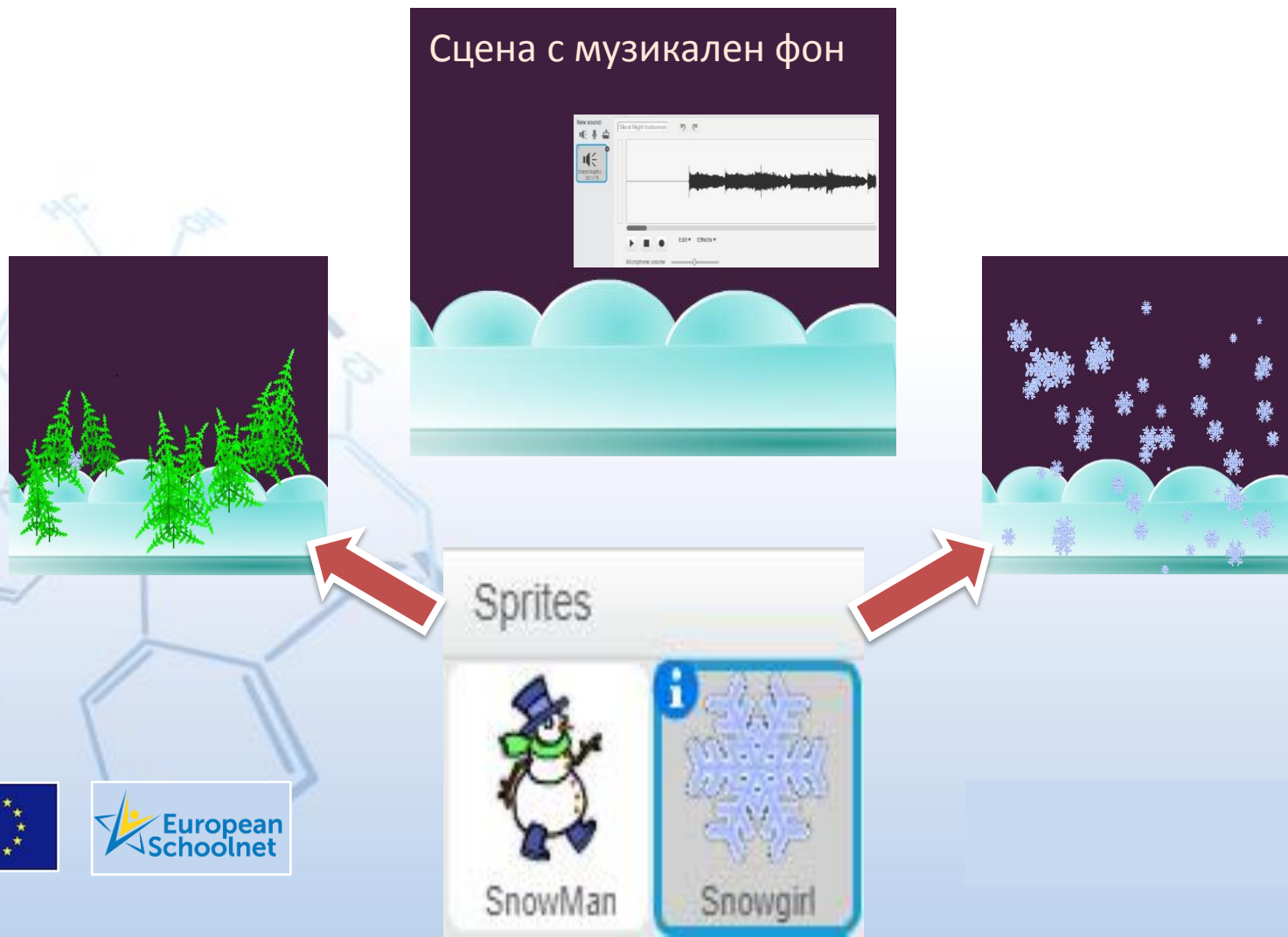
Проект **Tree_4**:

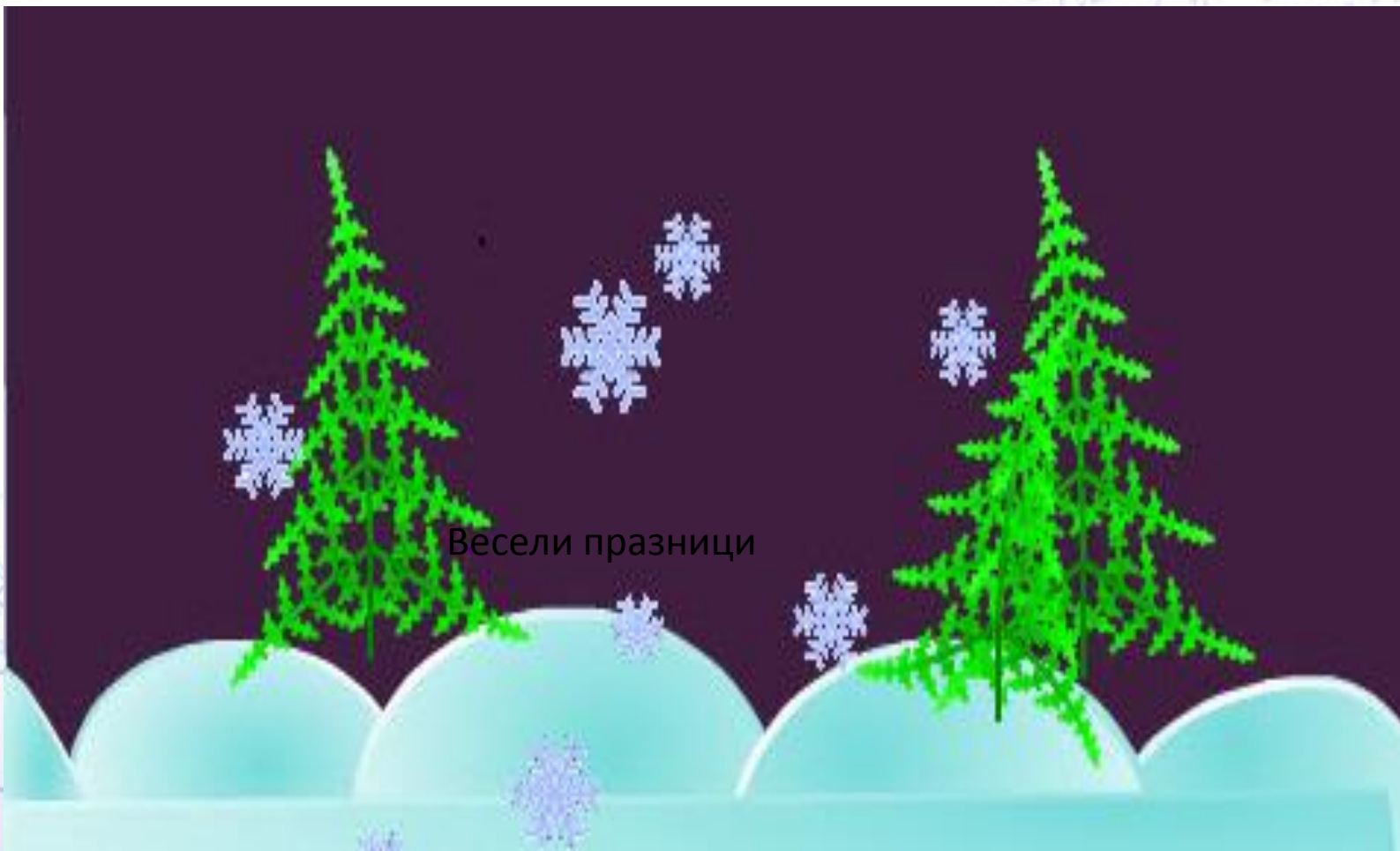
<https://scratch.mit.edu/projects/189929297/>



Да сглобим пъзела

Проект *SnowForest*: <https://scratch.mit.edu/projects/189935208>





Весели празници!

Жени и Ники

<<F

<https://scratch.mit.edu/projects/189935208>

Потърсете ресурси, реализирани на Scratch, в платформата на Scientix



Home » Projects » SCRIPT, Scratch International Programming Trial

SCRIPT, SCRATCH INTERNATIONAL PROGRAMMING TRIAL

Share this project

BASIC INFORMATION **RESEARCH INFORMATION** **TEACHER INFORMATION**

SCRIPT promotes coding among 6-16 year old pupils and teachers using the Scratch programming language.

Script is a project whose aim is to promote coding among 6-16 year old pupils and teachers using the Scratch programming language. Script was initiated in 2011 as a Scratch local contest organised at Subsidiary Orsova of Palatul Copiilor Drobeta Turnu Severin. Since 2012, Script has been included yearly in the Educational Activities Calendar of the Romanian Ministry of Education as a regional project (2012), a national project (2013), and an international project (since 2014).

We started to organise Script when we understood that in a few years programming will have the same importance as reading, writing and numeracy; regardless of the profession chosen by students, they must have skills in programming. The trend is proven by multiple initiatives, all over the world, that contribute to promote programming among students (e.g. "CodeWeek" organised by the European Commission; American initiative "Hour of Code"). In order to involve children in coding, Script uses the Scratch programming language—developed by the MIT Media Lab—which is like a game, a serious game where children can discover basic concepts of programming.

Script project has two main online events: the Scratch programming competition, and a symposium. The contest targets primary and secondary pupils aged 7 to 16. Pupils organised in teams of two to four members will design a project in the Scratch programming language for one or more of the contest sections (e.g. Greetings, Games, Stories, Simulations, and Educational Software). For each of the sections there are different age categories (e.g. one for each grade from 0 to 9; grade 0 -> 7 years old; grade 1 -> 8 years old; ... grade 9 -> 16 years old). The aim of the symposium is the dissemination of the activities and results of the students and

In your country

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- Scientix Moodle
- Scientix Webinars
- Scientix blog

If you know of European or national project in STEM education, please let us know.

SUBMIT PROJECT

Read more on what Scientix offers to science education projects

- Online meeting room
- Networking events

For project managers:

CONNECT WITH SCIENTIX

For project managers:

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ОБУЧИТЕЛНИ КУРСОВЕ

ОБУЧИТЕЛНИ КУРСОВЕ

LRE МАТЕРИАЛИ

2 RESULTS FOUND.



Добавете в любими

Report a problem

Representation of an equation and its solution on the balance model

Descriptor: mathematics

Авторско право:  **Възраст:** 12 - 15 **Проект:** Digital School

Описание: Micro-experiment, in which an equation and its solution are represented on the balance model. This Micro-experiment was created with Scratch.

ОПИСАНИЕ

СВАЛЯНЕ НА МАТЕРИАЛА



Добавете в любими

Report a problem

Scratch Simulations of the Thymio Robot

Descriptor: applied sciences computer science information and communications technology (ICT) software technology

Авторско право:  **Възраст:** 4 - 12 **Проект:** thymio II

Описание: Asebascratch is a software link between Scratch 2 and the Thymio-II robot. Scratch is one of the few visual programming system designed for children. The resource is a collection of projects that can be realised with Scratch.

