

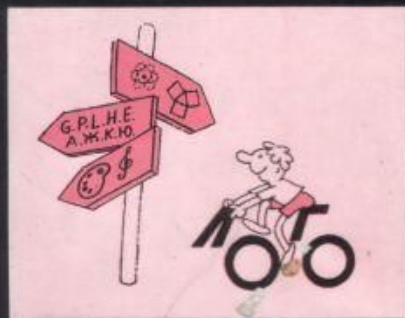
Изследователска математика с моделиране и програмиране

Класика и съвременност

Класика

МАТЕМАТИКА И ИНФОРМАТИКА – ИЗВЪНКЛАСНА РАБОТА

РУМЕН НИКОЛОВ
ЕВГЕНИЯ СЕНДОВА



ИНФОРМАТИКА
ПЪРВА ЧАСТ **ЗА**
НАЧИНАЕЩИ

НАРОДНА
ПРОСВЕТА

КЛ

МАТЕМАТИКА И ИНФОРМАТИКА – ИЗВЪНКЛАСНА РАБОТА

РУМЕН НИКОЛОВ
ЕВГЕНИЯ СЕНДОВА

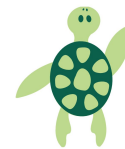


ИНФОРМАТИКА
ВТОРА ЧАСТ **ЗА**
НАЧИНАЕЩИ

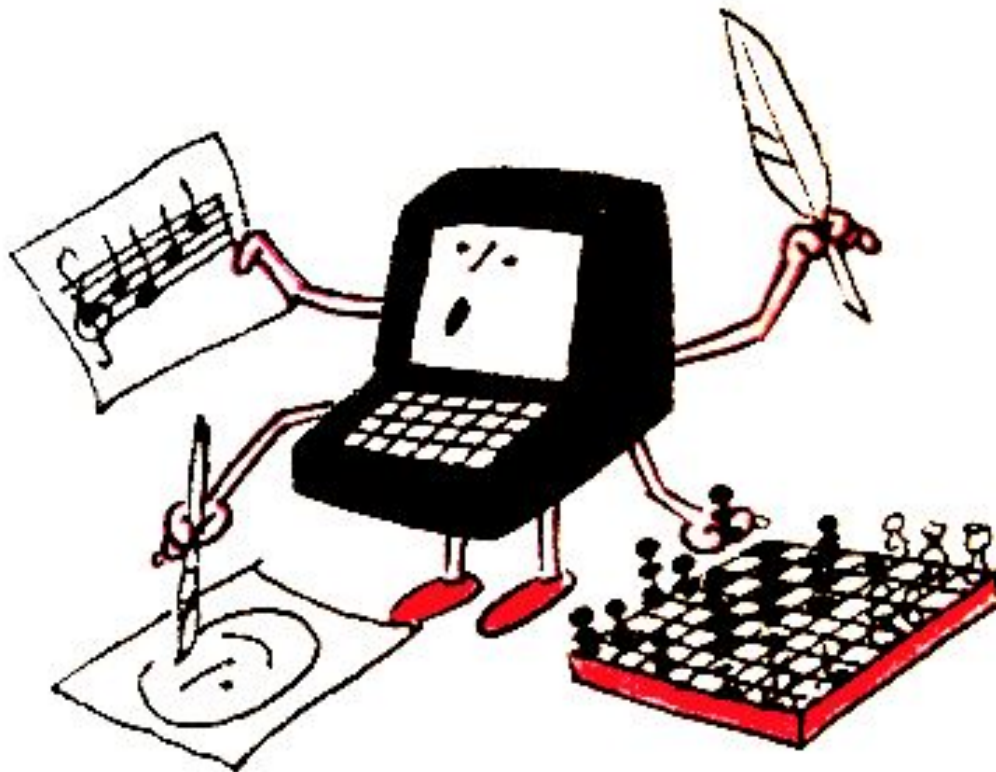
НАРОДНА
ПРОСВЕТА

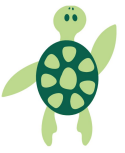
КЛ

Основни принципи

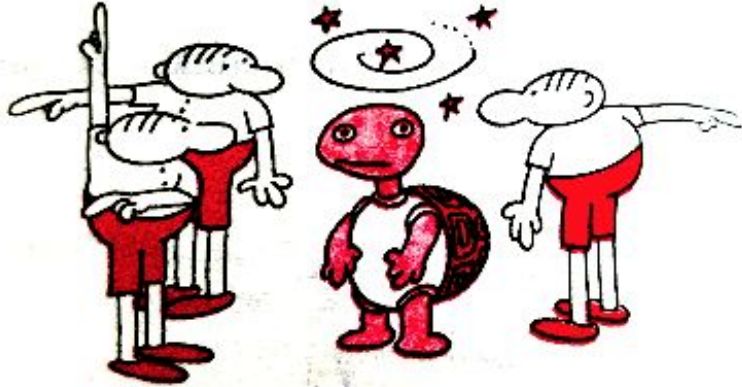


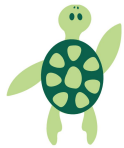
Интегриране на предметите





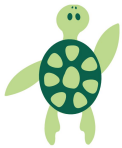
Учене чрез действие





Продукт, който може да се споделя.

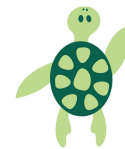
<https://snap.berkeley.edu/project?user=tsvetelin&project=Turtle%20carpenter>



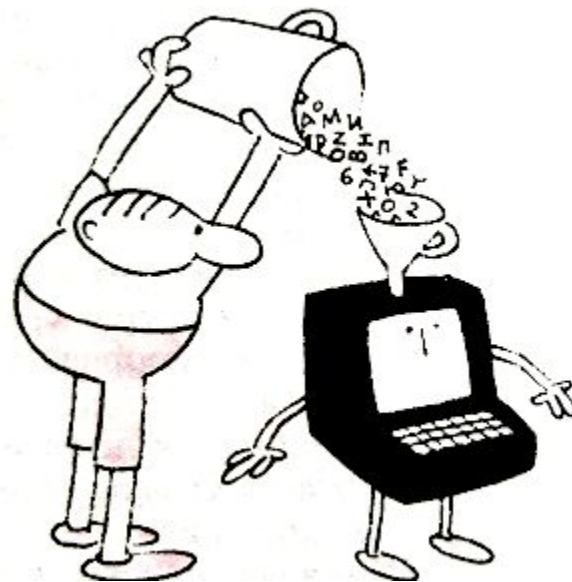
Микросветове. Средата като учител.



<https://scratch.mit.edu/projects/184652397/>

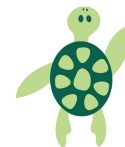


Исследовательски подход



Съвременност

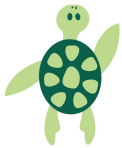
Съвременност



SCRATCH

λ Snap!

Примери

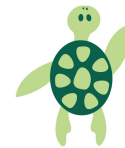


Художник - въведение в програмирането



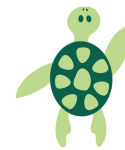
<https://learn-together.co/turtle-goes-painting/>

Костенурката на гости на Пауна - Златен ъгъл



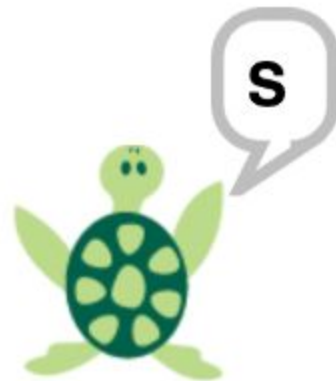
<https://learn-together.co/turtle-visits-peacock/>

Костенурката тренира ляво и дясно - Random

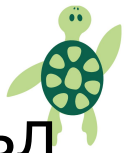


S

B



<https://learn-together.co/turtle-plays-alphabet/>



Костенурката улучва мишената - Окомер за ъгъл



<https://learn-together.co/the-turtle-hits-the-target/>

Въпроси

Благодаря