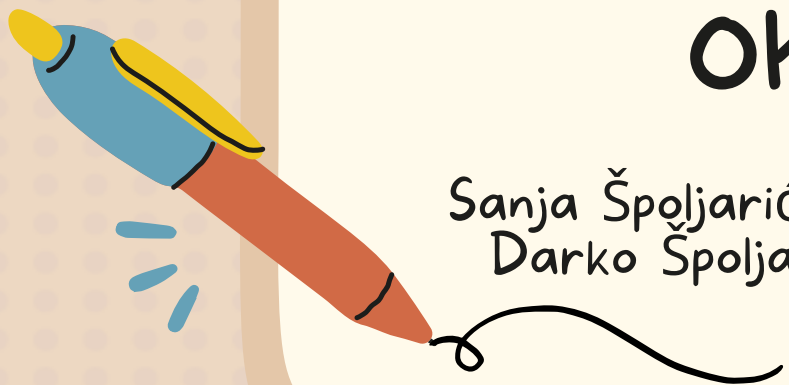




Srednja škola Marka Marulića Slatina

POVRATAK U BUDUĆNOST - STARE IGRE U ARDUINO OKRUŽENJU



Sanja Špoljarić, prof. savjetnik engl. jezika
Darko Špoljarić, stručni učitelj mentor



fakultativna nastava

✦ želje i potrebe učenika

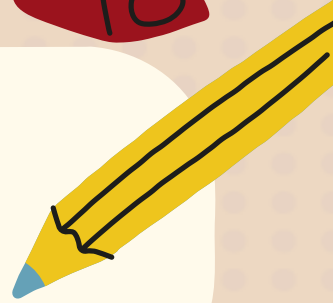
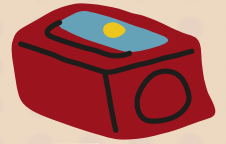
✦ dodatni sadržaji

✦ jedinstvenost škole

Osnove umjetne inteligencije
Engleski jezik u medijima



projektna nastava (PBL)



istraživanje

timski rad

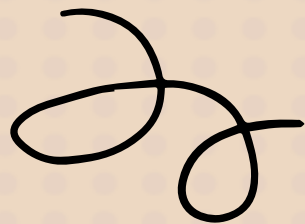
diferencijacija



autentičnost

samostalnost

stvarna publika

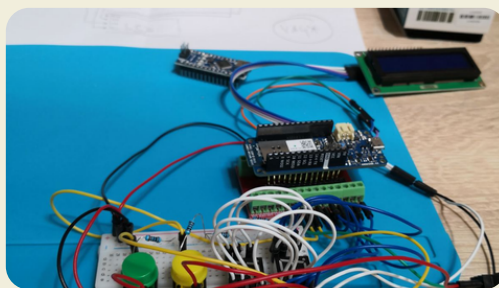


razvijanje ideje

stare igre na novi način



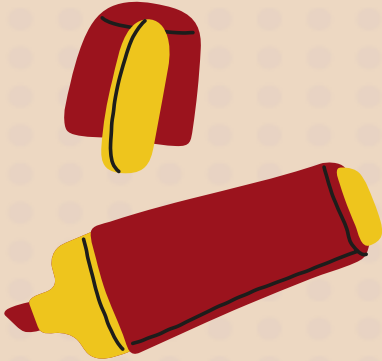
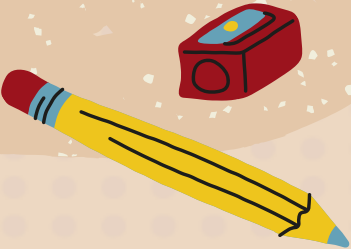
istraživanje u
grupama



planiranje i
programiranje



prezentiranje

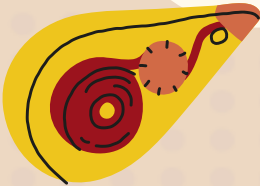


korak 1

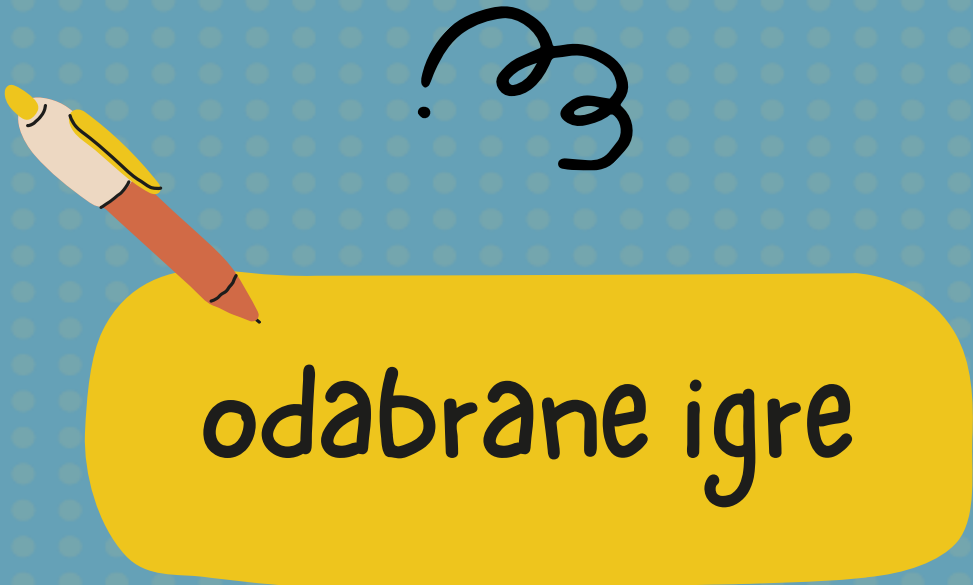


istraživanje

igre zemalja engleskog govornog područja
povijest nastanka igara
engleski jezik



ABC



odabrane igre

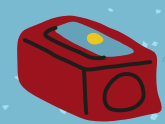
tic - tac - toe
(križić - kružić)



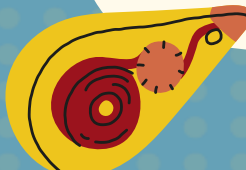
Simon says
(igra oponašanja)

tug of war
(potezanje užeta)





korak 2



planiranje i programiranje

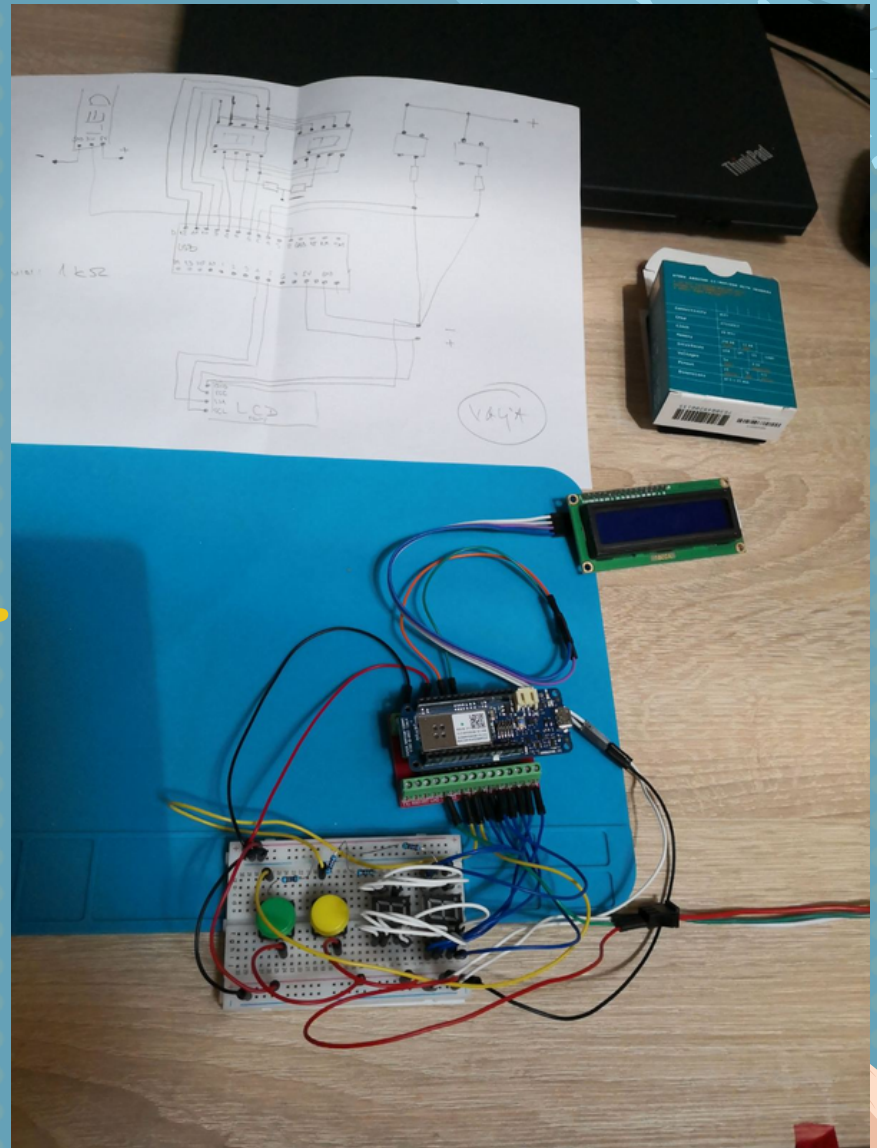
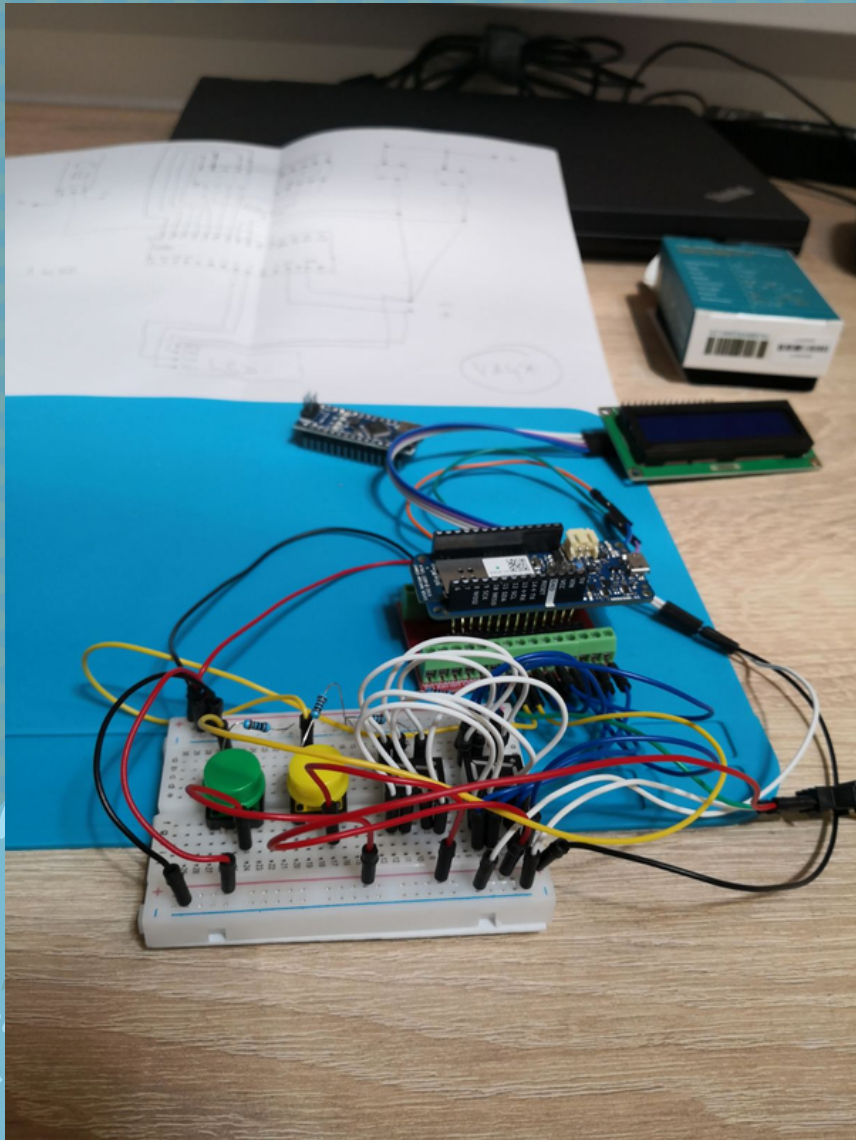
Arduino

prototip na eksperimentalnoj pločici





3.



3

korak 3



izrada igre

- spajanje elemenata u završni elektronički sklop
- izrada kućišta pomoću 3D printera

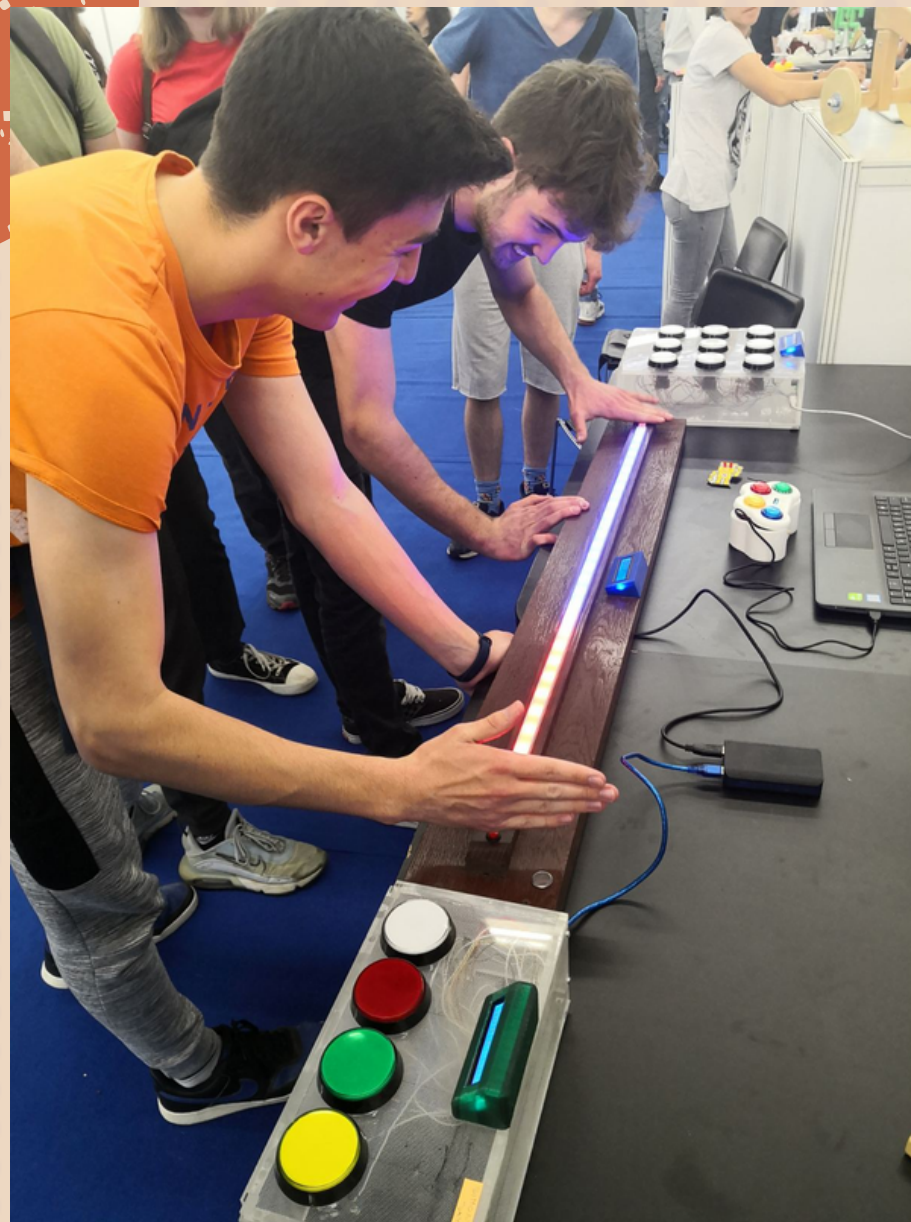
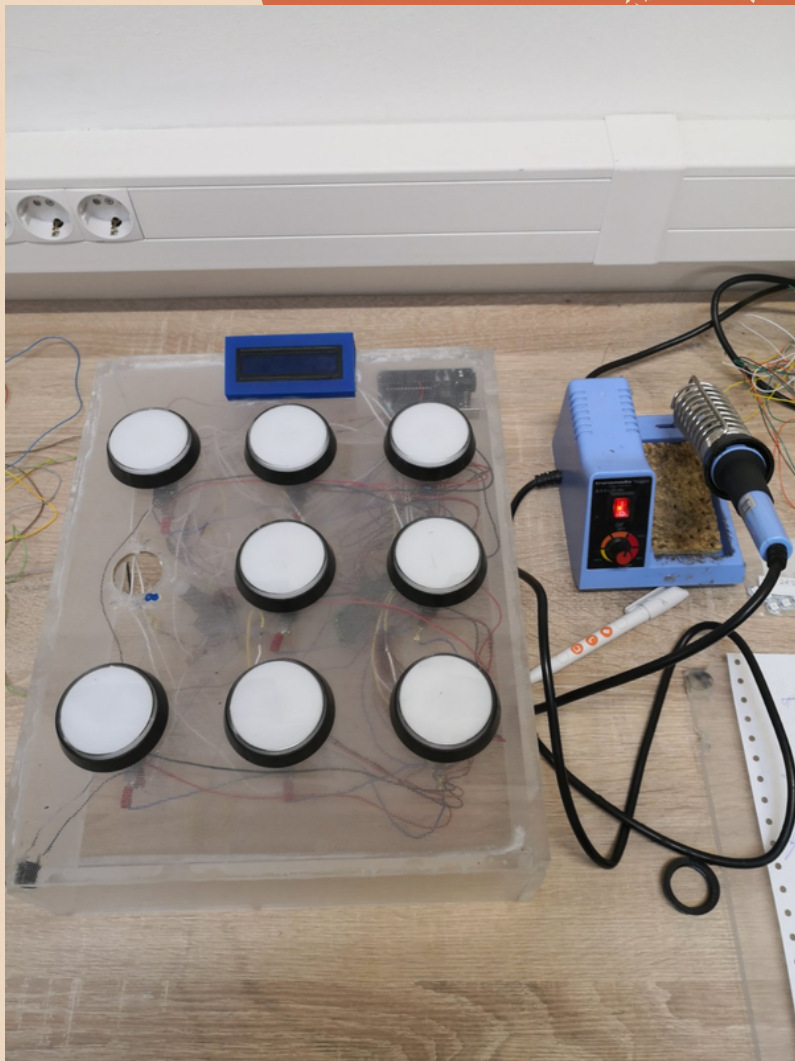


korak 4

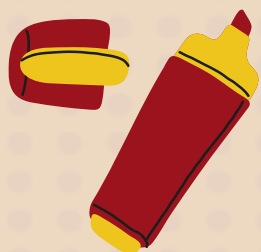
testiranje

prije konačne prezentacije, učenici su igru testirali sa svojim prijateljima i na temelju povratnih informacija dovršili rad





22



korak 5

prezentiranje
i
predstavljanje igara



korak 6



vrednovanje





HVALA NA PAŽNJI



Ljubazno vas molimo da
odgovorite na upitnik.

