ÞINGEYJARSKÓLI

Coding, programming and interactive project design

START

TECHNOLOGY
UNDERSTANDING
AND SUSTAINABILITY IN PRACTICE
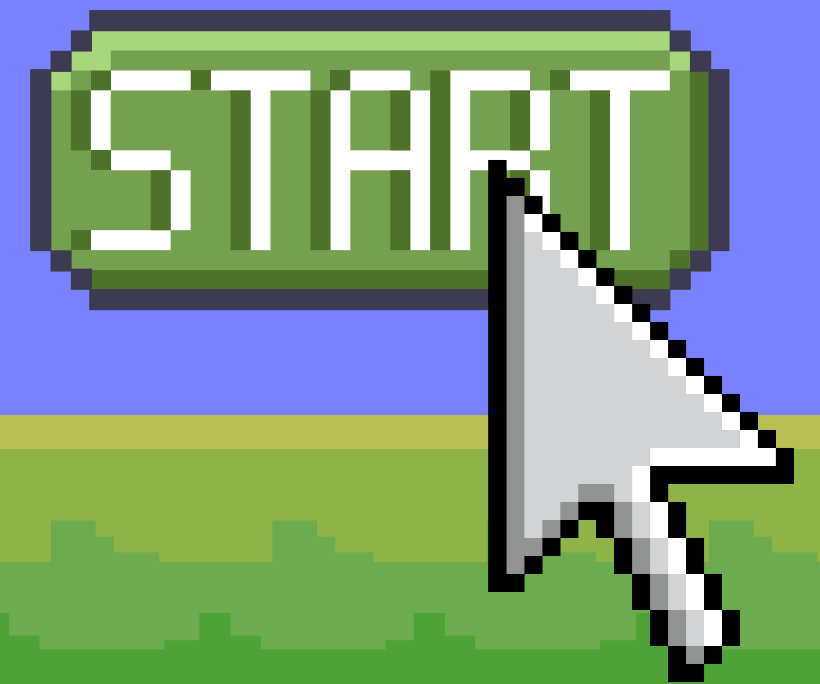
The November project revolved around the subject of programming and designing an interactive experience through the use of tools that are easily accessible for our students.

Árni Pétur, our interactive technology and communications teacher, devised a lesson plan where he started with an introduction to the project goals and the tools available to attain them before moving on to explaining the functionality of the online website "Scratch" which was the platform chosen for facilitating the designing and programming process.
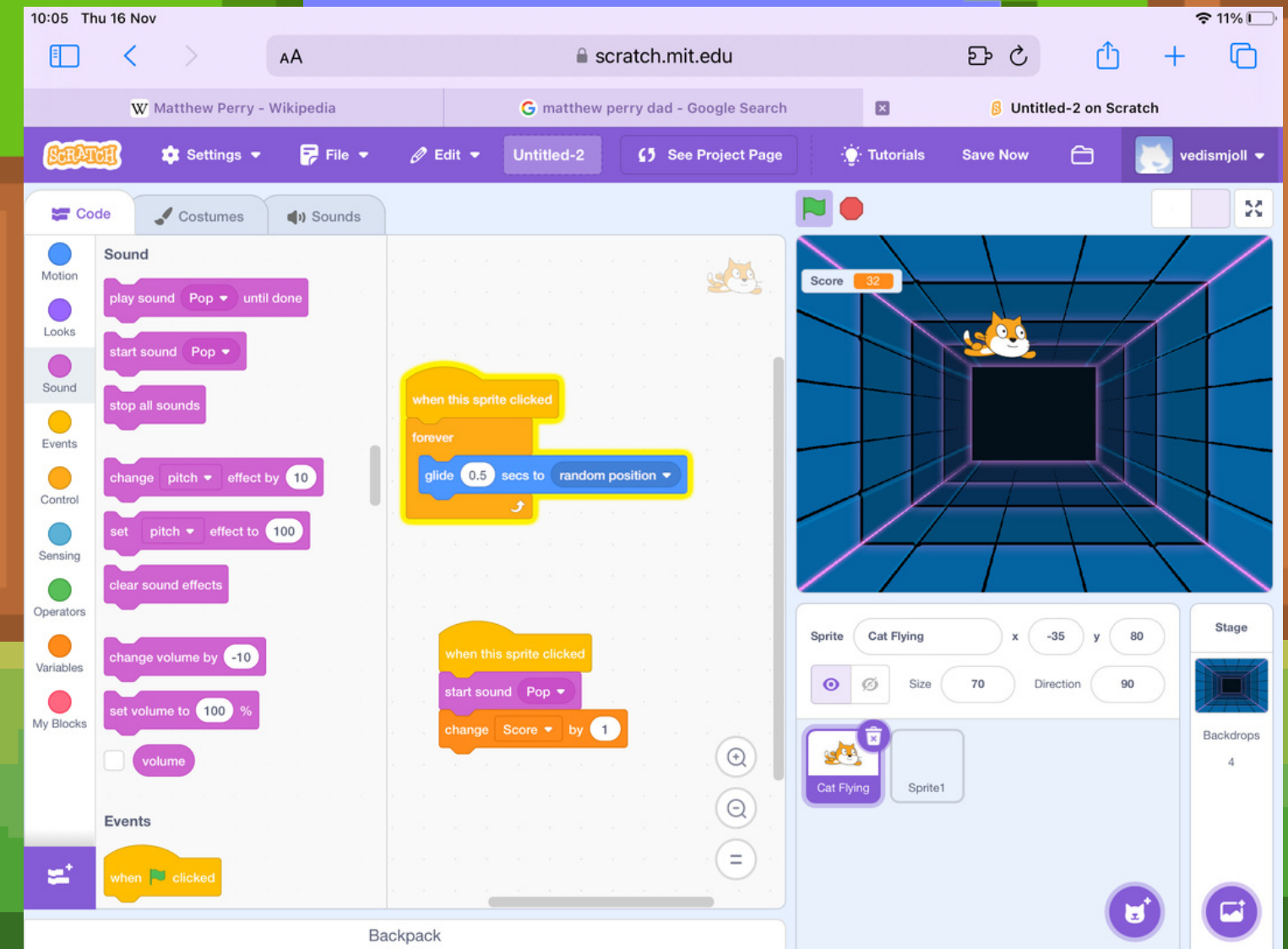
The website has a great selection of thorough and well thought out instruction videos that explain different functions of the platform and how the user can implement them into their own work. Árni Pétur advised his students on how to use these videos along with a variety of examples from other peoples work on the platform in order to inspire and give certain ideas about the capabilities of the website.
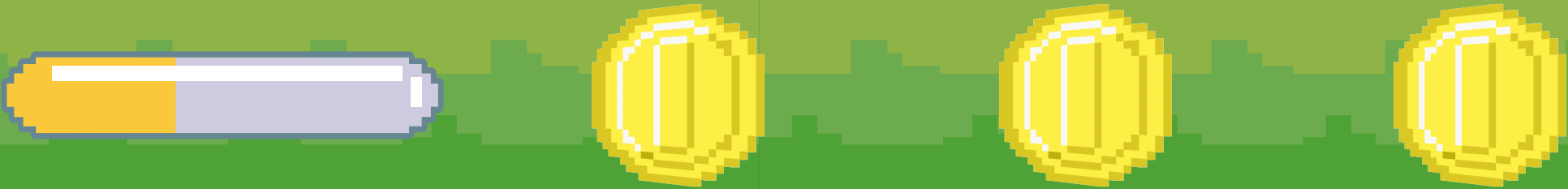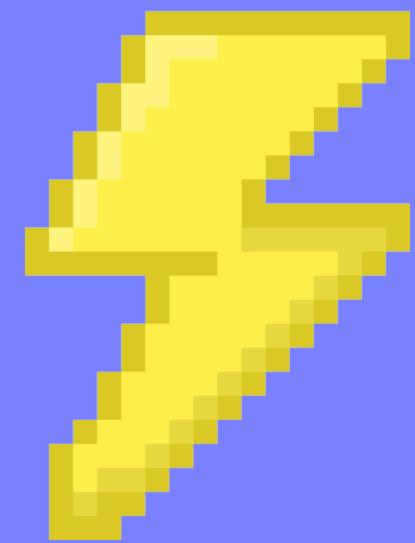
The students were then given a set amount of time to complete the project with the parameters of the finished product having to be interactive, I.e. a simple computer game. The students then had to present their finished product to their teacher as can be seen through the following video which includes a few examples of the students' work.

Here you can see a google drive link to the project video:
https://kortlink.dk/2nrfu

GAME OVER

www.erasmus.one