

Learning Scenario title

“Technology in our society”

Educational level / Age group	0. class (preschool class)
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Learning objectives / aspirations

- Understand algorithms and how they deeply influence our modern society.
- Reflect on how technology affects them as it increasingly develops and is used in everyday life



Narrative overview

Technology is all around us!

After a brief discussion about technology in our society, students are invited to mention a few examples of how technology is used in their own lives. Students are encouraged to reflect on the importance of being responsible users of technology, becoming aware that technology shall not control us.



Approach to teaching and learning

Approach to teaching and learning	Learning by playing and doing
Approach to assessment	<p>After class, teachers can discuss about the effectiveness of the teaching and learning approach and evaluate what went well and what can be improved.</p> <p>Assessment can be conducted also by involving the students, by asking them to self-evaluate their learning progress and soliciting new ideas about how to use the Matatalab sets for future learning activities.</p>



Roles

Teachers	The teacher sets up the Matatalab bots and acts as a learning facilitator.
Learners	<p>Students learn through hands-on practice and self-discovery.</p> <p>They understand that making mistakes is okay, as this can give them opportunities to learn new things.</p>



Learning environment

Activities can be carried out in a traditional classroom or in a FabLab. Spaces should be organised in such a way as to facilitate group work and playful learning. Some previous instruction to the whole class might be needed at the beginning.

Learning activities

Students will go through various group stations.

They will first have to create a lane or a labyrinth using Lego blocks. The labyrinth shall be about 1-2 square meters, because otherwise it will take too long time to build.

Students will then have to program the Matatalab robots so that they move in the right direction to reach the final goal. When the robot reaches the final goal, it will dance or sing to signal that students have succeeded in programming the robot.

Students can then learn about directions and precision.

They can learn collaboratively and use coding skills.





Possible challenges

Remember to charge the Matatalab bot.



Resources

Lego to build labyrinths/ lanes.

Recycled materials to build labyrinths and lanes



Literature to support

YouTube videos about Matatalab learning sets.

Danish government's technology strategy.

Danish book "En designtilgang til teknologiforståelse". Ole Sejer Iversen mlf