

Einladung zum wissenschaftlichen Kolloquium des IDMI

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Early experiences in geometry with a drawing robot

The GeomBot is a drawing robot that it is programmable through a Scratch-based graphical language. The GeomBot together with an initial set of classroom activities, designed and used during a pilot study conducted in 5 Italian primary schools (children ages 6-11), offers an innovative approach combining the well-known strengths and opportunities offered by Scratch with those of Papert's original robotic drawing-turtle. In this talk I will focus on ways in which the GeomBot activities combine both concrete and virtual manipulation. The robot that can draw and leave a trace of its movements on a sheet of paper spread out on the floor; in addition, both the planning and programming occur in a virtual environment in which a language with graphical "block" commands on the screen are used to construct a program that is sent to the GeomBot. The classroom activities connect physical experiences, involving moving with or watching the GeomBot move and draw, with the virtual Scratch-based environment where 2D figures are sequences of virtual blocks.

Montag, den 20. Mai, um 18 Uhr c.t. im Raum 29,
Apffelstaedtstr. 21, 48149 Münster

Vorgespräch bei Kaffee und Tee um 17:30 Uhr im Raum 14,
Apffelstaedtstr. 21, 48149 Münster

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