

Using micro:bit to facilitate learning of Geometry – Area of Triangle

Level: Primary 5

Subject:MathematicsUnit:GeometryTopic:Area of Triangle

<u>Summary</u>

Students will program how to calculate the area of triangle given the base of a triangle and its corresponding height with speed and accuracy. Conducted over 3x 1hr lessons

Prior Knowledge:	Multiplication	
-	Understanding of Shapes	
Objectives:	Use formula to calculate area of a triangle	
Resources:	micro:bit with battery pack	
	Computer with Internet access	
	Kahoot.	

Step/Time	Teacher Activities	Purpose	Resources Needed		
Lesson 1					
Lesson Development	Programming their micro:bit in pairs Students begin with deciding how best to program their micro:bit factoring in that it has to be fast and accurate. (E.g. should I press button A to input values or can I use the accelerometer? How to use button B?)	Students learn how to program simple calculation	 micro:bit with battery pack laptop with internet access 		
	<u>Showcase</u> Pupils will present their micro:bit to the class	Mathematical communication and public speaking skill			
Lesson 2					
Lesson Development	<u>Write down manual to teach</u> <u>others how to operate their</u> <u>micro:bit</u> Pupils need to communicate their mathematical knowledge of area of triangle to teach others how to operate their micro:bit individually In pairs, pupils will take turns to	Students learn how to communicate mathematical knowledge of the area of triangle	 micro:bit with battery pack laptop with internet access Self- assessment rubrics 		



	follow each other manual			
	Their partner will check and			
	provide feedback based on			
	their answers			
	Pupils will refine their manual			
	based on the feedback			
Lesson 3				
Lesson	Put the calculator through a	Test the speed and		micro:bit with
Development	<u>test</u>	accuracy of the students		battery pack
	Using Kahoot, pupils to	micro:bit	-	laptop with
	compete in answer maths			internet access
	questions with their micro:bit	To expose to students	-	Kahoot
	as a form of competition to	some coding and		
	determine the best micro:bit	programming to enable		
	programming (speed and	them to understand and		
	accuracy)	appreciate how a		
		calculator may work		
	No calculator allowed. Numbers			
	chosen will be challenging	To challenge students to		
	enough that mental calculation	think creatively and		
	is highly unlikely	exceed other inventions		
		and thinking		

Additional Remarks: