

Learning Scenario
Space Travel

Language(s): Английски

Domain: Математика, ИКТ, Наука>Астрономия

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Description/ main idea

In this educational material it is presented a scenario for integrated lesson in mathematics, science and IT. In the form of entertaining game students perform various tasks that summarize knowledge of decimals, solar and computer system

Phases & Activities

Scenario PDF File [space_travel_en.pdf](#)

Learning objectives

Cognitive - Knowledge:

Factual: Students consolidate their knowledge of the Solar system, decimals and computer system.

Procedural: Information is presented using a wide range of tools.

Meta-cognitive: The outcome of the integrated lesson is to increase the level of knowledge and to improve the work with interactive whiteboard. Innovative methods are oriented towards students and expand their image thinking.

Cognitive - Process:

To understand: During the game students understand more easily the complicated mathematical problems, gain a complete picture of the solar system.

To apply: Students apply their knowledge in mathematics, IT, Science and also their ability to work with interactive whiteboard.

To think critically and creatively: Tasks draw the attention of students to basic concepts - decimals, decimal point, numerical beam, mathematical operations with decimals, speed, time, planets, space, lunar eclipse, solar eclipse, information carriers, IT, computer system.

Affective:

To respond and participate: Assigned tasks provoke students to ask questions and to work in team.

To form and follow a system of values: Modern interactive methods make students active members during the lesson. With the help of interactive white board, students begin to work more creatively while developing personal and social skills.

Grade & Age

12-13 year old

Grade: secondary education

Keywords/subject

Mathematics, Science, IT, decimals, solar system, computer system

Prerequisites

Students use the acquired knowledge in these three subjects. They have prepared amusing poems to introduce the topic.

Difficulty Level

medium

Duration

45 Minutes

Learning environment

Computer-based, Work-based

Teaching approach

Cognitivist: Problem based