| **TITLE: Smart home** |
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| **LEARNING SCENARIO** | | | |
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| ***School:*** | | ***Duration (minutes):*** | 90 |
| ***Teacher:*** |  | ***Students***  ***age:*** | 10+ |

| ***Essential Idea:*** | **Let's create a smart device in a smart home** |
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| ***Topics:*** |
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| * designing, creating and writing in a visual programming language: ideas, stories and solutions to problems of varied complexity * experimenting with AI * civilization related implications of AI |
| ***Aims:*** |
| * design, create and test simple programs * understand the concept of variable, define and use variable it in their programs |
| ***Outcomes:*** |
| * creating and testing simple program that present smart device at smart home |
| ***Work forms:***   * individual work, work in pairs, group work   ***Methods:*** |
| * presentation, talk, discussion, interactive exercise |

| **ARTICULATION** |
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| **The course of action (duration, minutes)** |
| **INTRODUCTION** |
| The teacher leads a conversation in which students revise the commands and skills of working in Scratch.  The teacher starts a discussion:  Do we use smart devices every day?  What are smart devices?  Why do we call these devices smart devices?  Can houses be smart?  Which houses are "smart"?  A smart home refers to a convenient home setup where appliances and devices can be automatically controlled remotely from anywhere with an internet connection using a mobile or other networked device.  **Announcement of the goal of the lesson:**  Today we are going to create smart devices as a part of the smart home using Scratch. |
| **MAIN PART** |
| **Instructions (steps):**  Stage:  Graphical user interface  Description automatically generated  Fan:  A picture containing graphical user interface  Description automatically generated  Lamp:  Graphical user interface, application  Description automatically generated  Present your project to the students in the class. Discuss. Peer evaluation.  Save your work to the class e-portfolio. |
| **CONCLUSION** |
| A smart home refers to a convenient home setup where appliances and devices can be automatically controlled remotely from anywhere with an internet connection using a mobile or other networked device.  We can create smart devices as a part of the smart home using Scratch. |

| ***Methods*** | ***Work forms*** |
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| *presentation interview*  *talk/discussion demonstration*  *work on the text role playing*  *graphic work*  *interactive exercise /simulation on the computer* | *individual work*  *work in pairs*  *group work*  *frontal work* |

| ***Material*** |
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| * Scratch |

| ***Literature***   * https://dancingwithai.media.mit.edu |
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| **PERSONAL OBSERVATIONS, COMMENTS AND NOTES** |
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