Algorithmic thinking with interactive objects goes to school.
The purpose of our research is to promote algorithmic thinking at school, by means of multi-sensory activities and learning-by-doing. Activities use interactive smart objects to convey algorithmic thinking. The paper illustrates how such objects have been designed and iteratively revised, through field studies with users-pupils and teachers. Objects have been implemented with Internet-of-Things (IoT) technologies. To promote algorithmic thinking in pupils aged from 9 to 15 years, we have used algorithms with graphs.

URI
http://mondodigitale.aicanet.net/2017-5/
http://hdl.handle.net/10863/4676

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