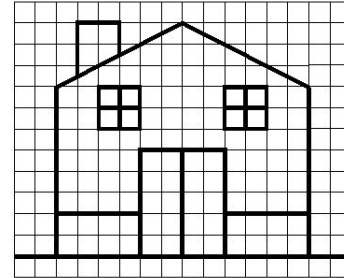
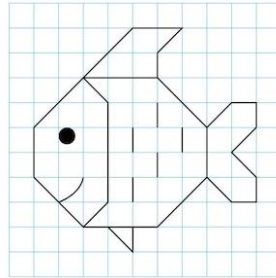
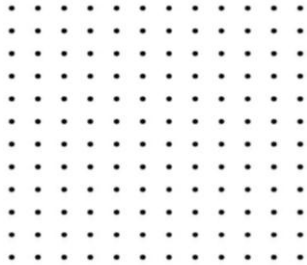


Good Practice: Analog programming

Provided by: Click F1



21st Century Skill connected: *ICT literacy, Critical thinking & Problem solving, Communication*

How this good practice works:

Students learn how programming works by controlling the teacher with clear instructions. The first exercise is that they make a simple example image just like the examples above. The teacher places a highlighter on a starting point on the board. The students give instructions to guide the teacher in drawing the image. The second exercise The students will control the teacher in the room. With the students, think of some goals for the exercise, such as opening a cupboard, walking to a certain point in the room, or performing some other simple action. The students take turns giving instructions to guide the teacher to a certain goal (for example: "Open the cupboard" or "Walk to point X").

How this solves problems and/or stimulates social vocational skills:

This practice fosters critical thinking, problem-solving, and teamwork by engaging students in real-time problem-solving scenarios. By controlling the teacher with clear, step-by-step instructions, students learn the importance of precision, logical sequencing, and communication.

How this good practice matches with the connected 21st Century Skills:

This activity integrates key 21st-century skills through an engaging approach. It introduces ICT literacy by teaching students to think logically and break tasks into clear steps, mirroring programming concepts. Critical thinking and problem-solving are developed as students evaluate their instructions, anticipate outcomes, and adapt to challenges. Collaboration strengthens social skills, as students communicate, listen, and work together to achieve goals, building confidence and teamwork in the process.