Coding in Primary Schools Initiative - Phase 2

5TH AND 6TH CLASSES: USING A CRUMBLE TO MAKE A PROBABILITY SPINNER

BACKGROUND

The children are being introduced to using an IT device to improve engagement levels in a mathematics class.

They have already been introduced to the idea of coding using BeeBots. They have been experimenting to see if they can transfer this knowledge so that they can code a Crumble probability spinner. They have already spent time learning the coding language associated with a Crumble device.

The Crumble is an easy to use programable controller: https://redfernelectronics.co.uk/crumble-getting-started/

TASK

Children are given a template for their probability spinner, an iPad and a Crumble device.

In groups they must divide into the following roles; Software Engineers – these children design the code for the spinner using their prior knowledge of the Crumble. Construction Team – assemble the Crumble ensuring they are using the correct wires. Designers – design the template for the spinner.

CHILDREN'S WORK

The children completed the tasks in small groups.

When the spinner had been constructed, the children took turns creating sums for each other by pushing on the button three times to get the hundred number and then spinning twice more to get the number they would multiplying by.

They also used the spinner to work on probability exercises.