Knockmahon N.S.
Bonmahon
Co. Waterford
X42 AD91

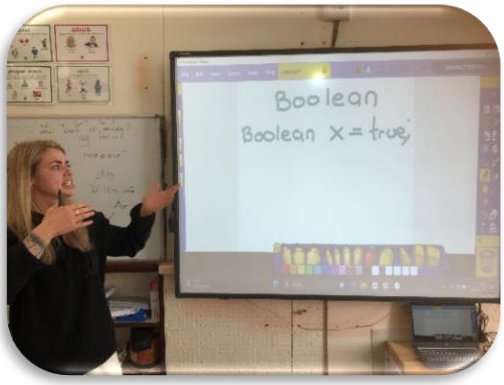
T.051292500
E.knockmahonns@gmail.com
RCN.20136772
Roll No. 18077L

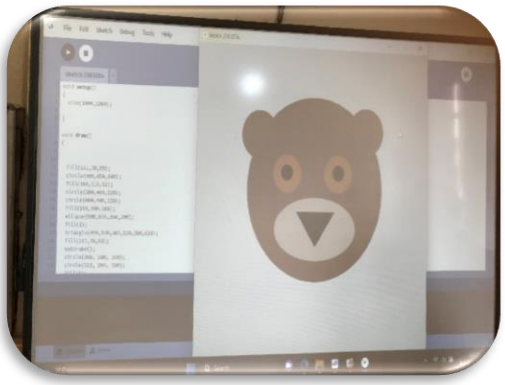
Mobile No:0874413222
www.knockmahonns.com

STEM2023/DSM/1954

FIRST ACTIVITY

TECHNOLOGY SPEAKER





Knockmahon N.S.
Bonmahon
Co.Waterford
X42 AD91

T.051292500
E.knockmahonns@gmail.com
RCN.20136772
Roll No. 18077L

Mobile No:0874413222
www.knockmahonns.com

The project for the class was for computer programming. The pupils were learning about JAVA and the IDE used was processing. The learning objectives of the project were for the pupils to understand a basic level of JAVA and learn about the Processing environment.

- The pupils had a short introduction about what a computer coding language is and what an IDE (integrated development environment).
- Processing is a visual and creative tool that coders can use; it is not raw JAVA but a similar concept.
- We discussed loops and if else statements.
- We then proceeded to discuss an X & Y axis. I drew out a graph on the white board that explained where certain points would fall on the graph.
- Following this we discussed the coding language for Circle (ellipse), square (rectangle) etc.
- The pupils then got their own graph paper where they were able to map out a shape and write the coordinates.
- As a team we then created a Pac-man on the interactive white board.
- Each coordinate was entered by the pupils.

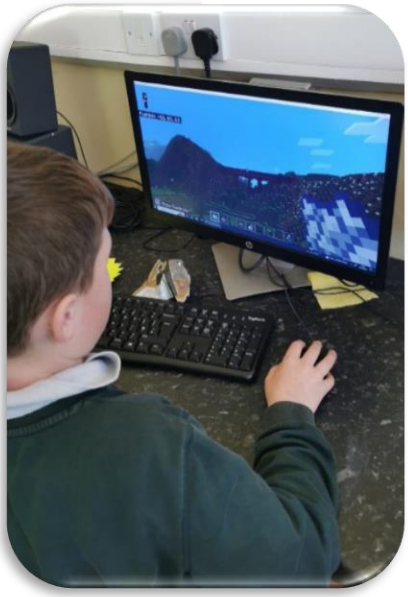
Over-all the objective for the process was to create a fun learning experience that would show the pupils how java works but also using processing as it has a visual and creative element to it.

Knockmahon N.S.
Bonmahon
Co. Waterford
X42 AD91

T.051292500
E.knockmahonns@gmail.com
RCN.20136772
Roll No. 18077L

Mobile No:0874413222
www.knockmahonns.com

SECOND ACTIVITY



The children designed bridges in Minecraft.

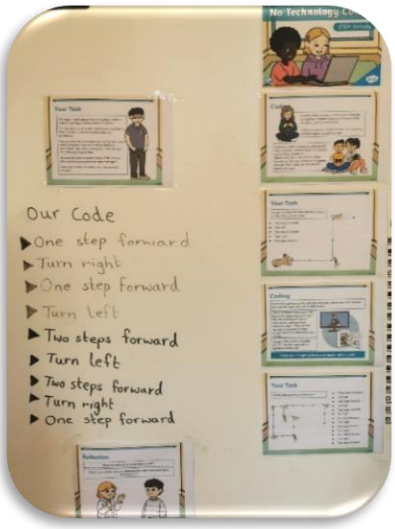
Knockmahon N.S.
Bonmahon
Co.Waterford
X42 AD91

T.051292500
E.knockmahonns@gmail.com
RCN.20136772
Roll No. 18077L

Mobile No:0874413222
www.knockmahonns.com

THIRD ACTIVITY

Coding projects



We wrote the code on the whiteboard....one child is the coder, giving the computer [the other child] the instructions.