

Visual Mathematics in Practice



Name of the teacher:	Ćurčin Relja
Name and address of the school:	ETŠ „Zemun”
Theme of the lesson:	C Programming Multidimensional Arrays (correlation with mathematics)
Place in curriculum: (type of school, grade)	Highschool of electrotechnics, III grade
Age of the students/pupils:	17
Title of the lesson:	Programming Labyrinth

Description of the lesson			
Time	Exercises, matters, parts of the lesson	Methods and forms of student activities	Developable competencies
5 min	<i>Introduction, few words about previously learned methods of using 2D arrays in C</i>	<i>reminding</i>	
35min	<i>Programming labyrinth (20 min) and navigate object through the labyrinth (15 min)</i>	<i>work in pairs , project work</i>	
5 min	<i>Finishing movement simulation. Discussion.</i>	<i>discussion</i>	

Summary
<i>Time passed in creativity. Students have successfully implemented and improved their knowledge of 2D arrays. They found the main task very interesting.</i>

Supplements

Used materials:	<i>I used the material on the labyrinths of the summer school together with my own materials of 2d arrays</i>
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Photos:	<i>Supplements are available at the following web address : https://7b4ce.sharefile.com/d/s705f4610c77434eb</i>
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