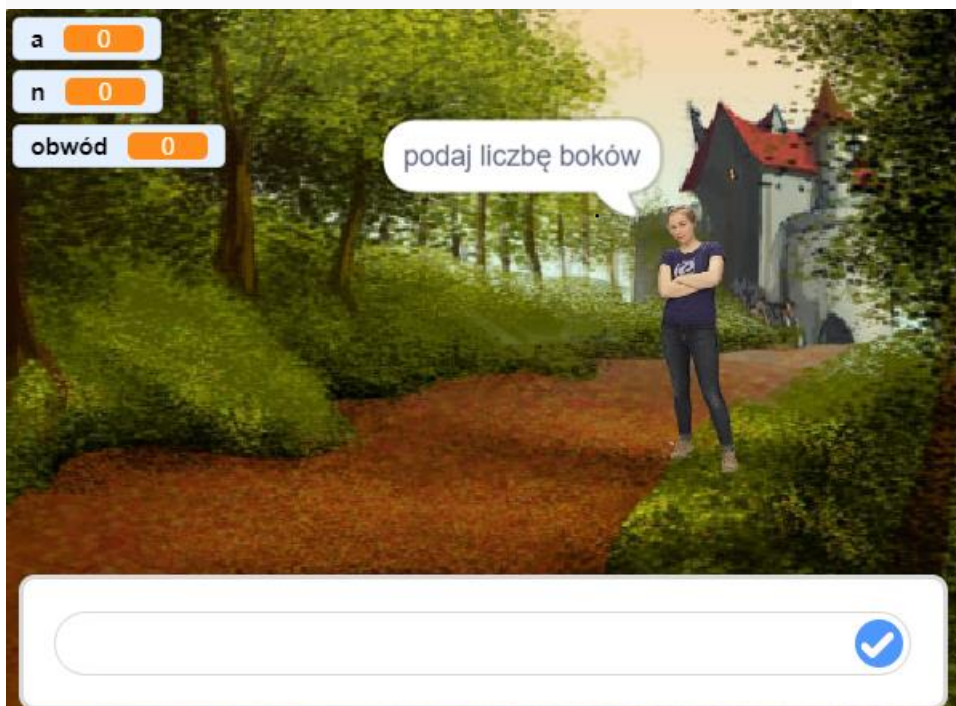


SCENARIO	
<b>Title</b>	Perimeters of regular polygons.
<b>Summary</b>	The student will learn to calculate the perimeter of a rectangle and square. He can solve text tasks With the use of known patterns. Learn to make drawings for tasks with content.
<b>Author/s</b>	Renata Jasińska, Alicja Radziwon <span style="float: right;">Date: 04/12/2019</span>

Didactic objectives	
Lesson objectives Pupil: calculates the perimeter of a rectangle and square when the lengths of the sides of these figures are given; calculates the side length of a square or rectangle when the perimeter of a figure is given; solves text tasks in which you need to calculate the perimeter of a rectangle; performs auxiliary drawings for text tasks.	
Physics <input type="checkbox"/> Mathematics <input checked="" type="checkbox"/> information <input type="checkbox"/> Technology <input type="checkbox"/> Robotics <input type="checkbox"/> Programming <input type="checkbox"/>	
Education Level:                    10-12years <input checked="" type="checkbox"/> 12-14years <input type="checkbox"/>	
Problem Statement	
How to calculate the perimeter of a square, rectangle and other figures? In what units do we express the circumference? How to make an auxiliary drawing for a task	
BOM (Bill Of Materials needed)	
Computer workstations, scratch software	
Activity description	
1. Organizational activities 2. Reminder of the perimeter of the figure 3. Reminder of how to calculate the perimeter of a square, rectangle 3. Calculation of circuits 4. Work with the scratch program: Laying blocks in the appropriate scheme 5. Each student must calculate the circumference and check the correctness of the result 6. We modify the program so that it counts the circumferences of other quadrangles and polygons 7. Summary <b>Sample script and the appearance of the scene</b> Script	

```
kiedy kliknięto
wyczyść wszystko
ustaw rozmiar na 50 %
ustaw a na 0
ustaw n na 0
ustaw obwód na 0
Idź do x: 100 y: 20
zapytaj podaj liczbę boków i czekaj
ustaw a na odpowiedź
zapytaj podaj długość boku i czekaj
ustaw n na odpowiedź
ustaw obwód na a * n
powiedz połącz obwód wynosi i obwód przez 5 sekund
```



**Resources**

Geometric figures.

**Students' Evaluation**

Commitment to work, activity, accuracy of work performed.

**Bibliography**

Available mathematics school textbooks, workbooks, task sets. Just those with whom the class works.

**Scalability**

The task can be hindered by selecting numbers, converting units of length.

**More information**

The task can be differentiated by working in the scratch program from checking and calculating circuits, by stacking ready-made blocks for writing the program yourself.