



UNIVERSIDAD
DE GRANADA



Oficina de
Software
Libre



Campus Infantil de Software Libre





Campus Infantil de Software Libre

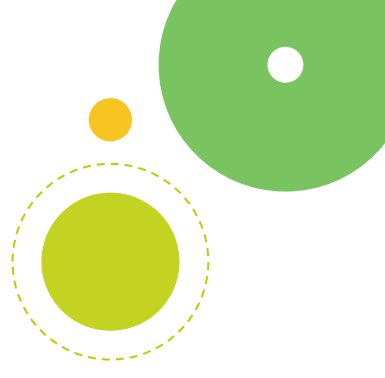
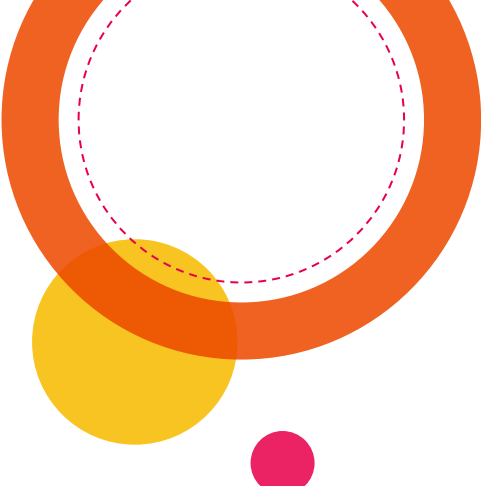
Grupo Prebenjamín

Jornada 3

Docente: **Bryan Moreno Picamán**

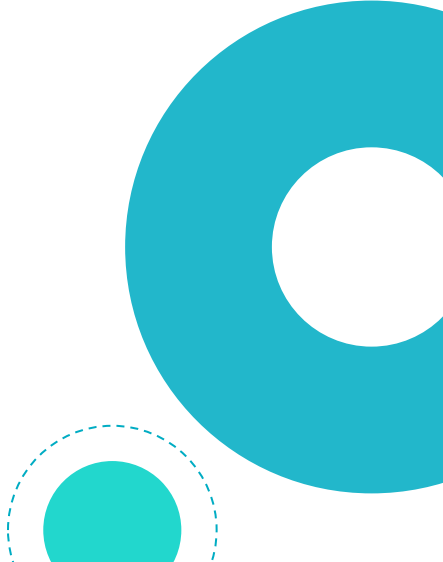
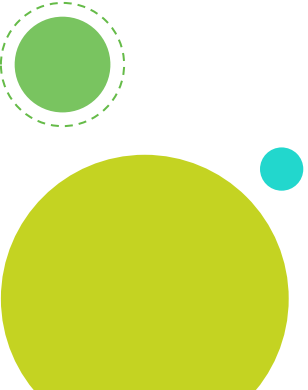
Monitor de Tiempo Libre:

Monitor de aula:



1

¿Que es la
Programación?



Antes de empezar!



Antes de empezar!



¿Que es programar?

Antes de empezar!



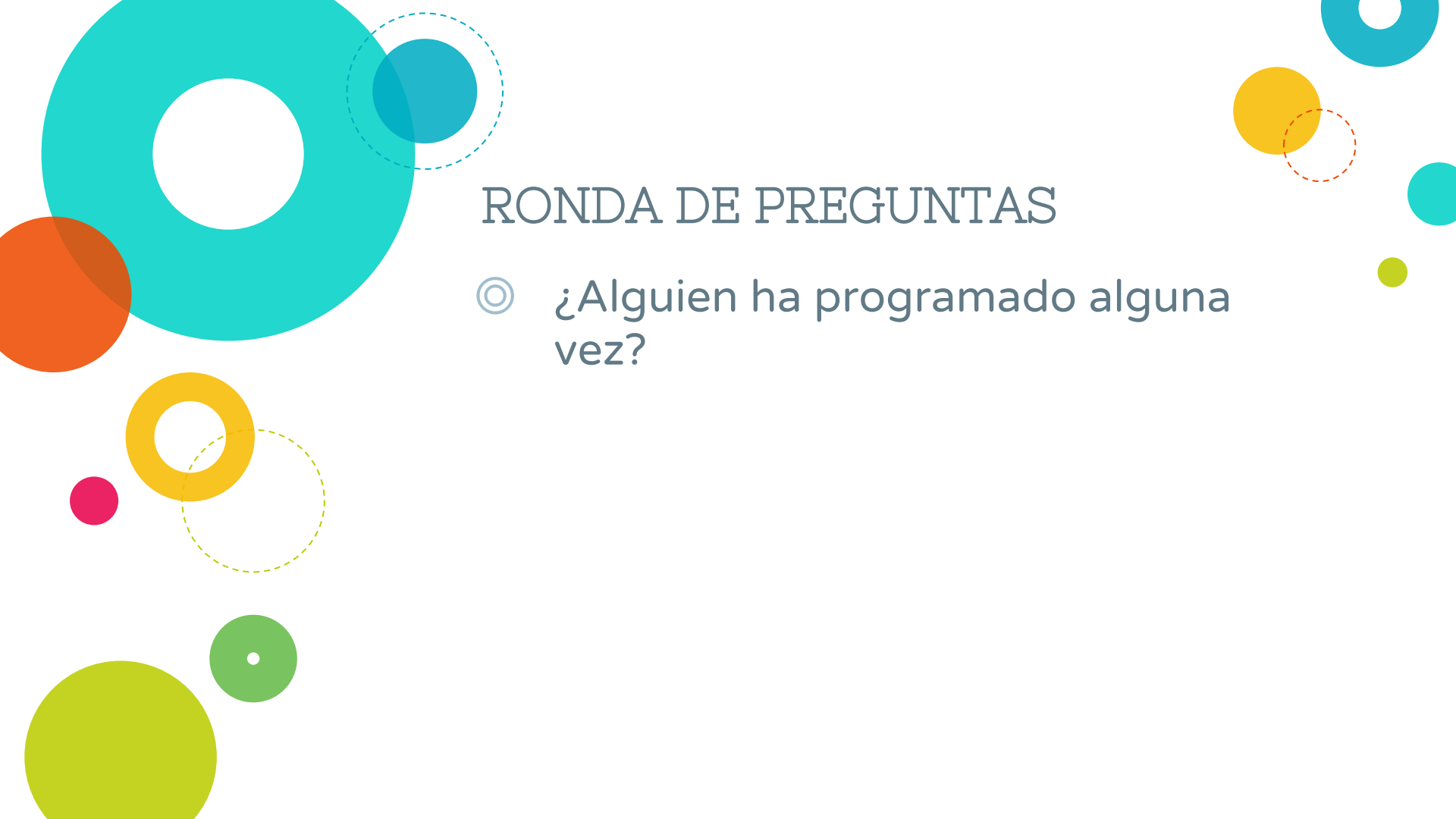
¿Que es programar?

Vamos a ver dos videos donde se explica y vamos a programar juntos en clase



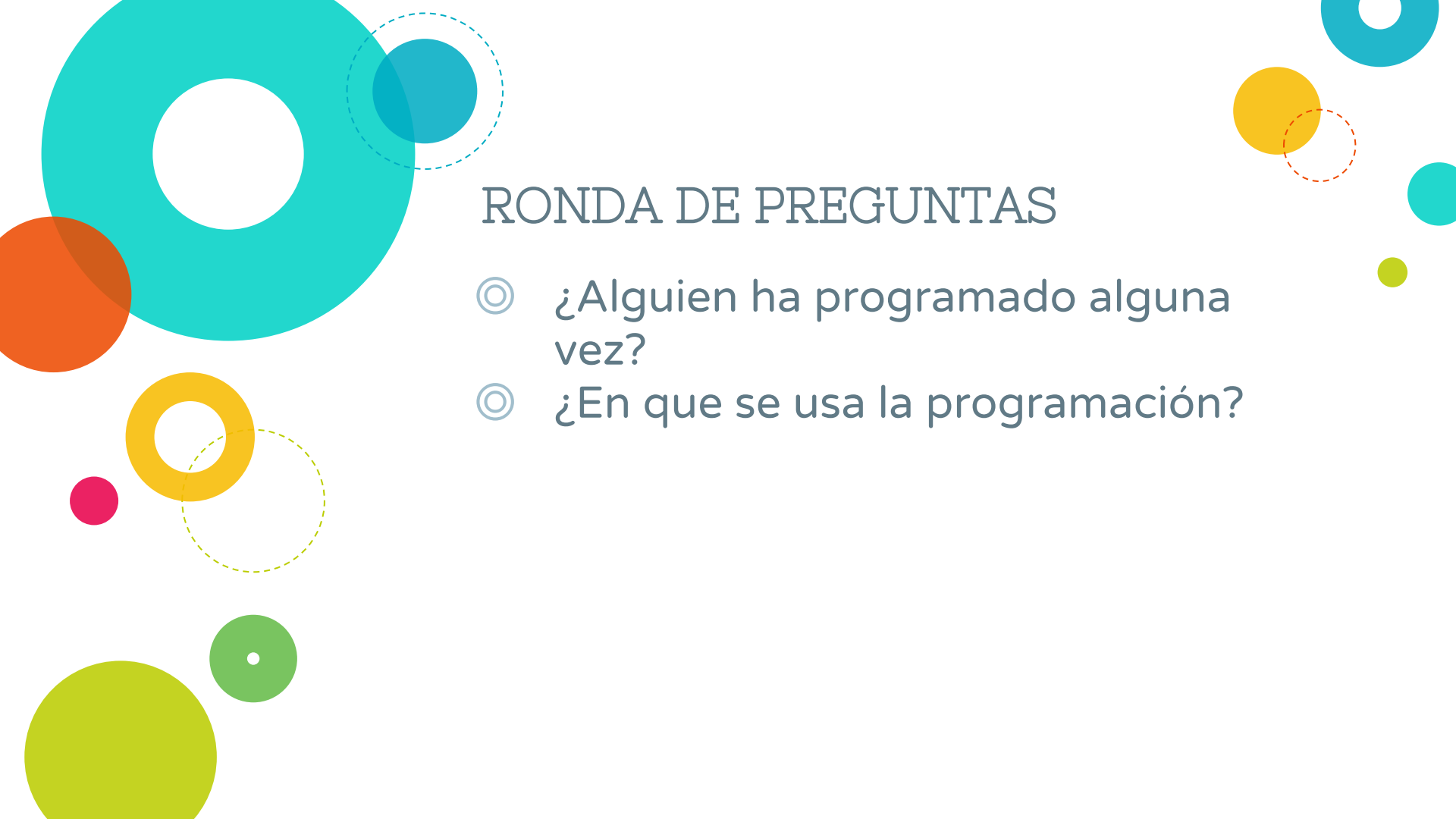
¿Qué
es
programar?



A decorative graphic featuring various colored circles and rings. On the left, there is a large cyan ring, a smaller cyan circle with a dashed outline, an orange circle, a yellow ring, a small pink circle, a large lime green circle, and a small green circle with a white dot. On the right, there is a yellow circle with a dashed outline, a small cyan circle, and a small lime green circle.

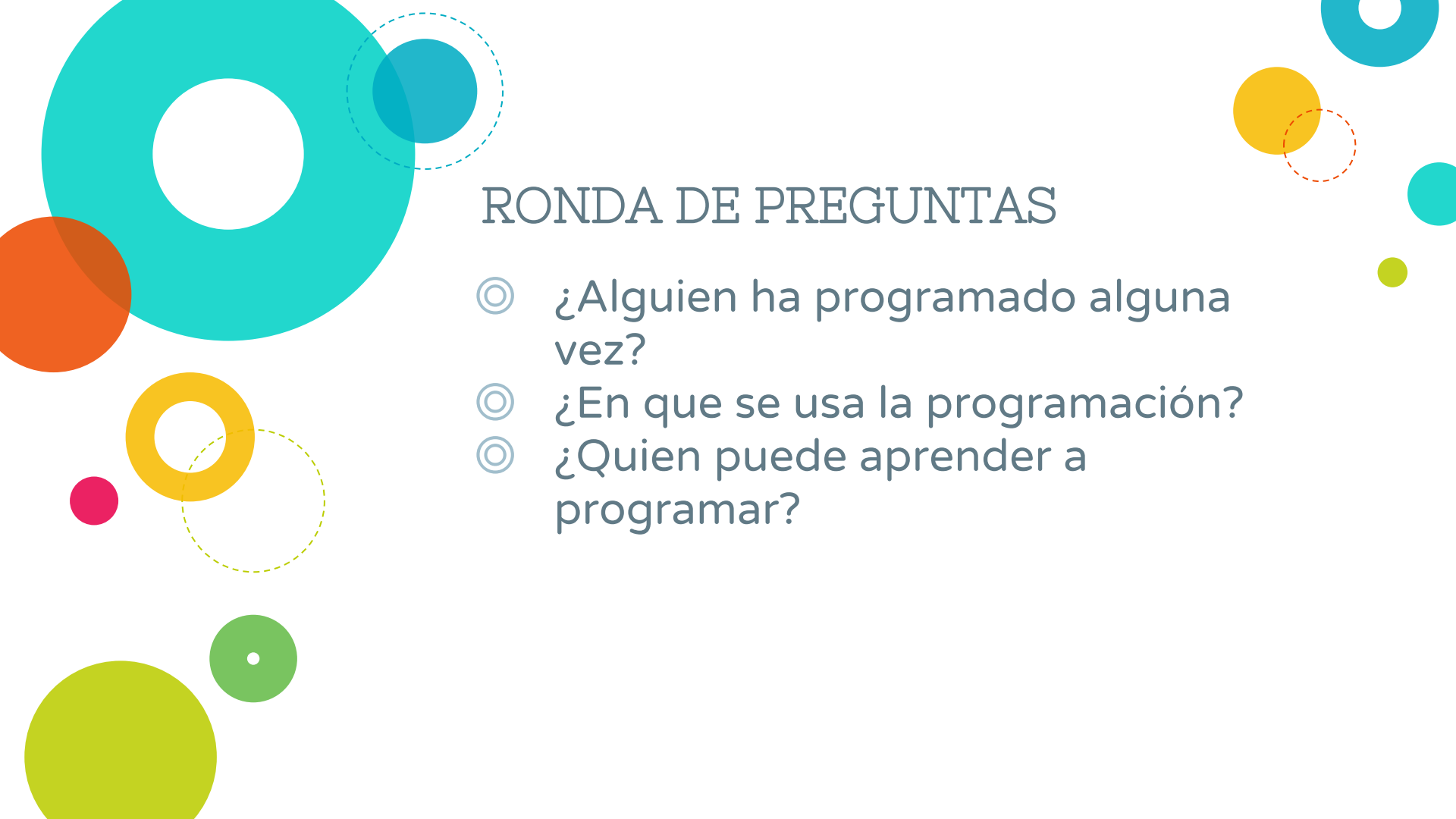
RONDA DE PREGUNTAS

- © ¿Alguien ha programado alguna vez?



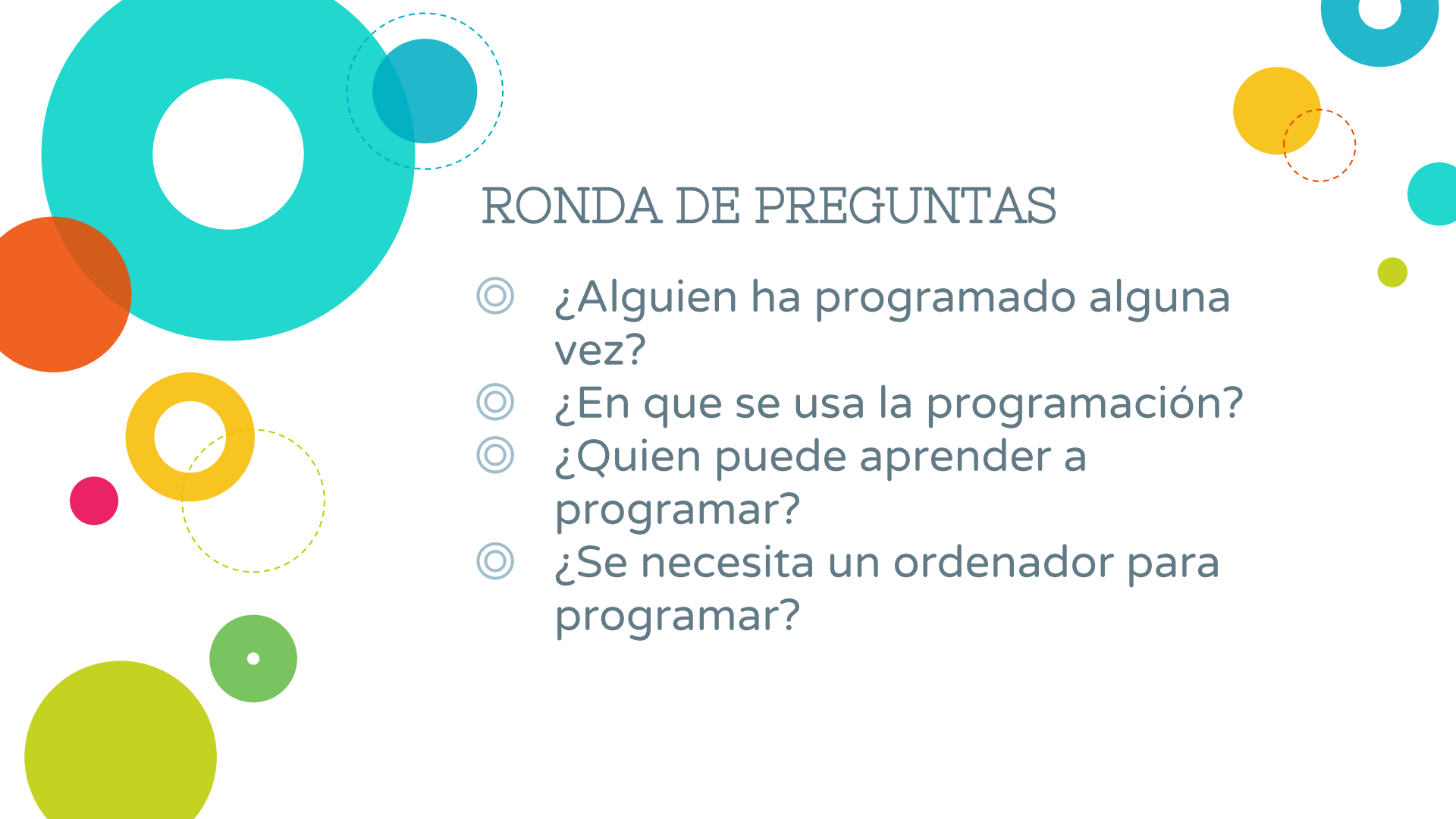
RONDA DE PREGUNTAS

- © ¿Alguien ha programado alguna vez?
- © ¿En que se usa la programación?



RONDA DE PREGUNTAS

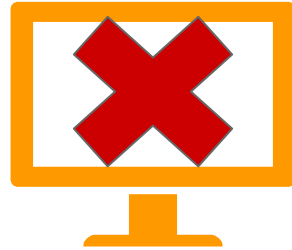
- ◎ ¿Alguien ha programado alguna vez?
- ◎ ¿En que se usa la programación?
- ◎ ¿Quien puede aprender a programar?



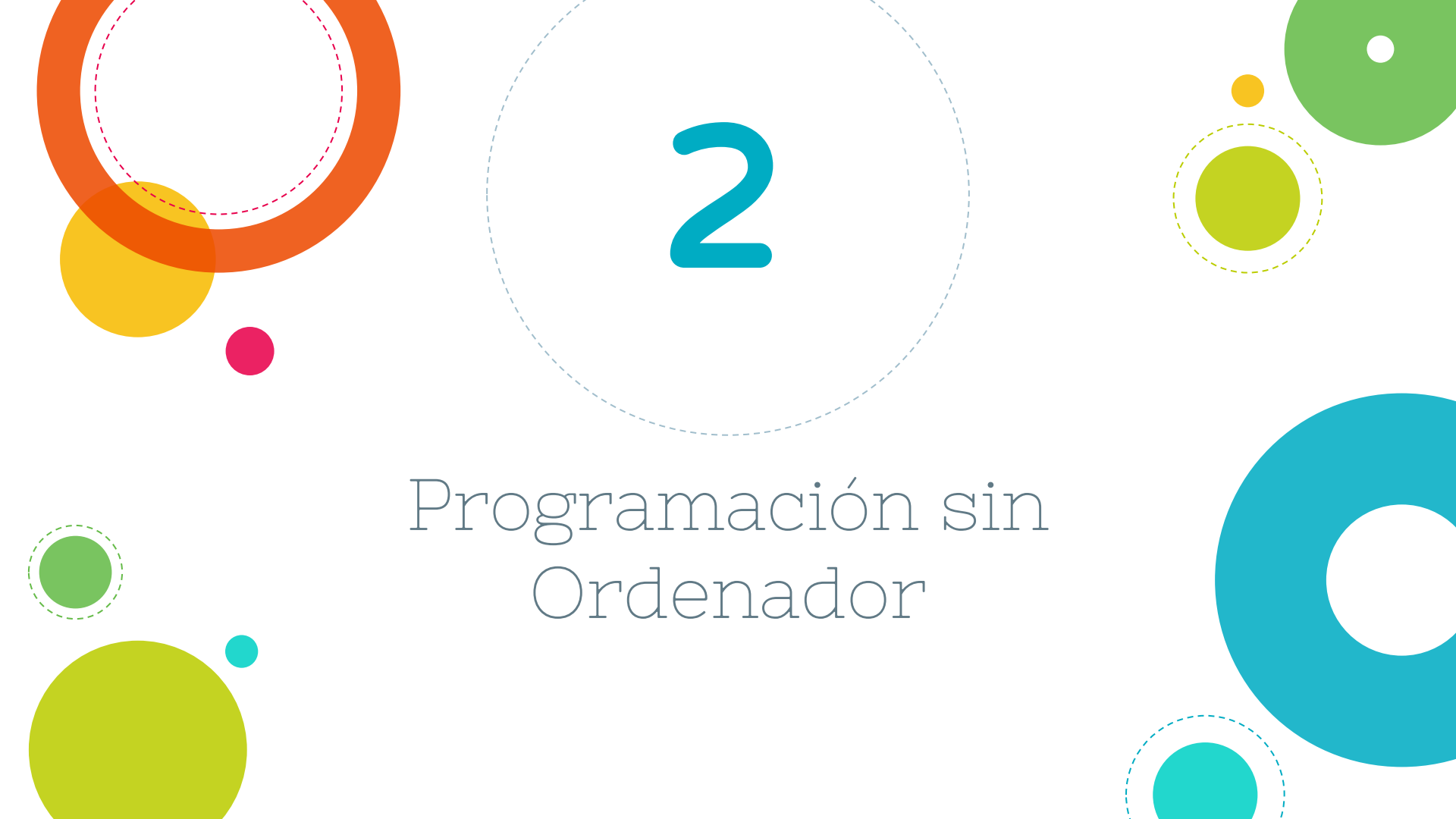
RONDA DE PREGUNTAS

- ◎ ¿Alguien ha programado alguna vez?
- ◎ ¿En que se usa la programación?
- ◎ ¿Quien puede aprender a programar?
- ◎ ¿Se necesita un ordenador para programar?

!NO!

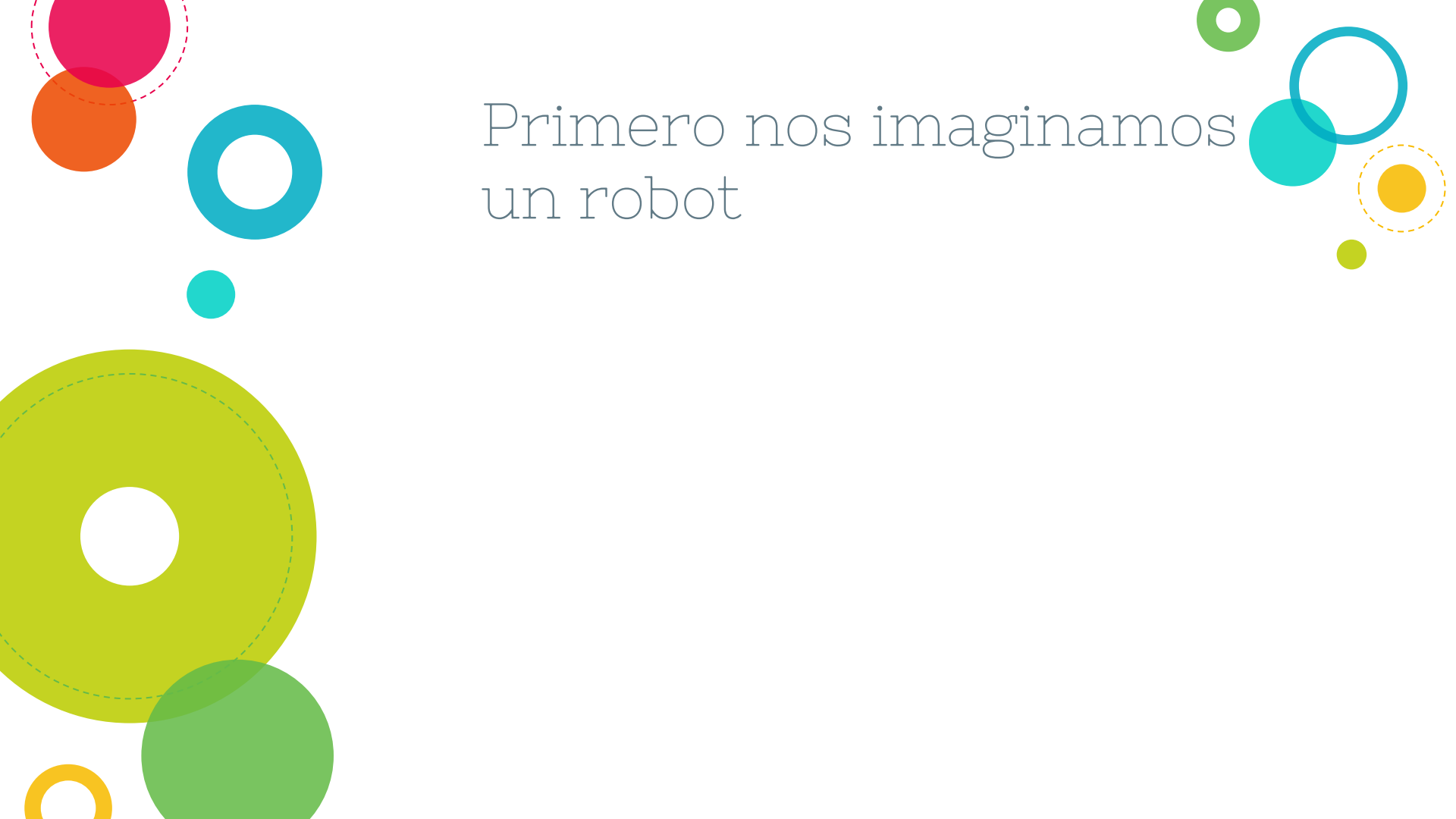


Aunque normalmente se usa
un ordenador, es posible
aprender a programar sin uno

The background is white and decorated with various colorful circles and dashed lines. In the top left, there is a large orange circle with a dashed red outline, overlapping a yellow circle. Below them is a small pink circle. In the top right, there is a green circle with a white dot in the center, a small orange circle, and a yellow circle with a dashed green outline. In the bottom left, there is a green circle with a dashed green outline, a large yellow circle, and a small cyan circle. In the bottom right, there is a large cyan circle with a white dot in the center, and a cyan circle with a dashed blue outline. A large, light blue dashed circle is centered in the upper half of the slide.

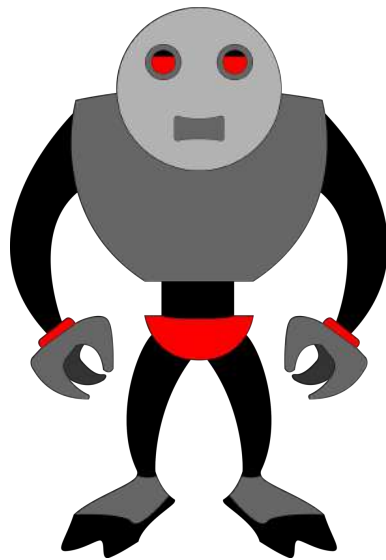
2

Programación sin Ordenador

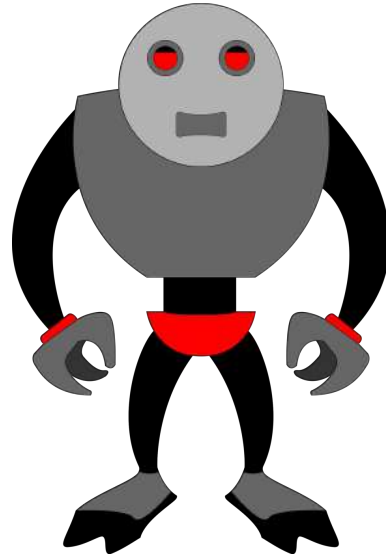
A decorative graphic featuring various colored circles and rings. In the top left, there's a pink circle with a dashed outline, an orange circle, and a blue ring. Below them is a small blue circle. In the bottom left, there's a large green ring with a dashed outline, a green circle, and a small orange ring. In the top right, there's a green circle with a white center, a blue ring, a cyan circle, a yellow circle with a dashed outline, and a small green circle. The text "Primero nos imaginamos un robot" is centered in the upper half of the image.

Primero nos imaginamos
un robot

Primero nos imaginamos
un robot

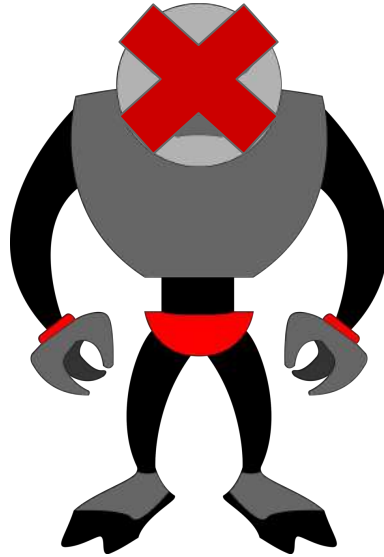


Primero nos imaginamos
un robot



Este robot no!

Primero nos imaginamos
un robot



Este robot SI



Este robot puede hacer 6 cosas distintas

Coger

Subir

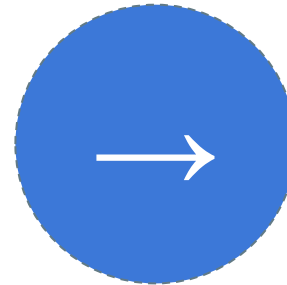
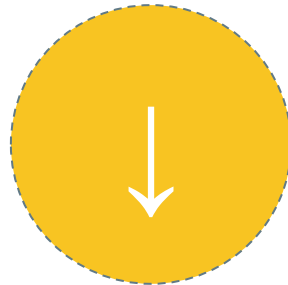
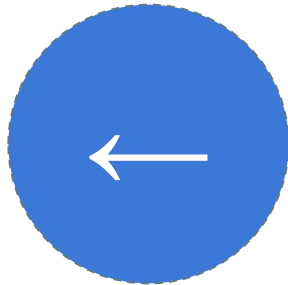
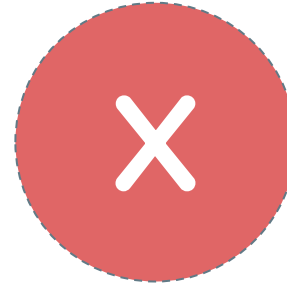
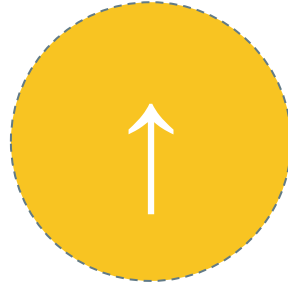
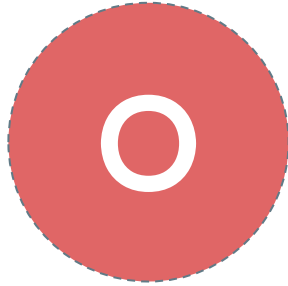
Soltar

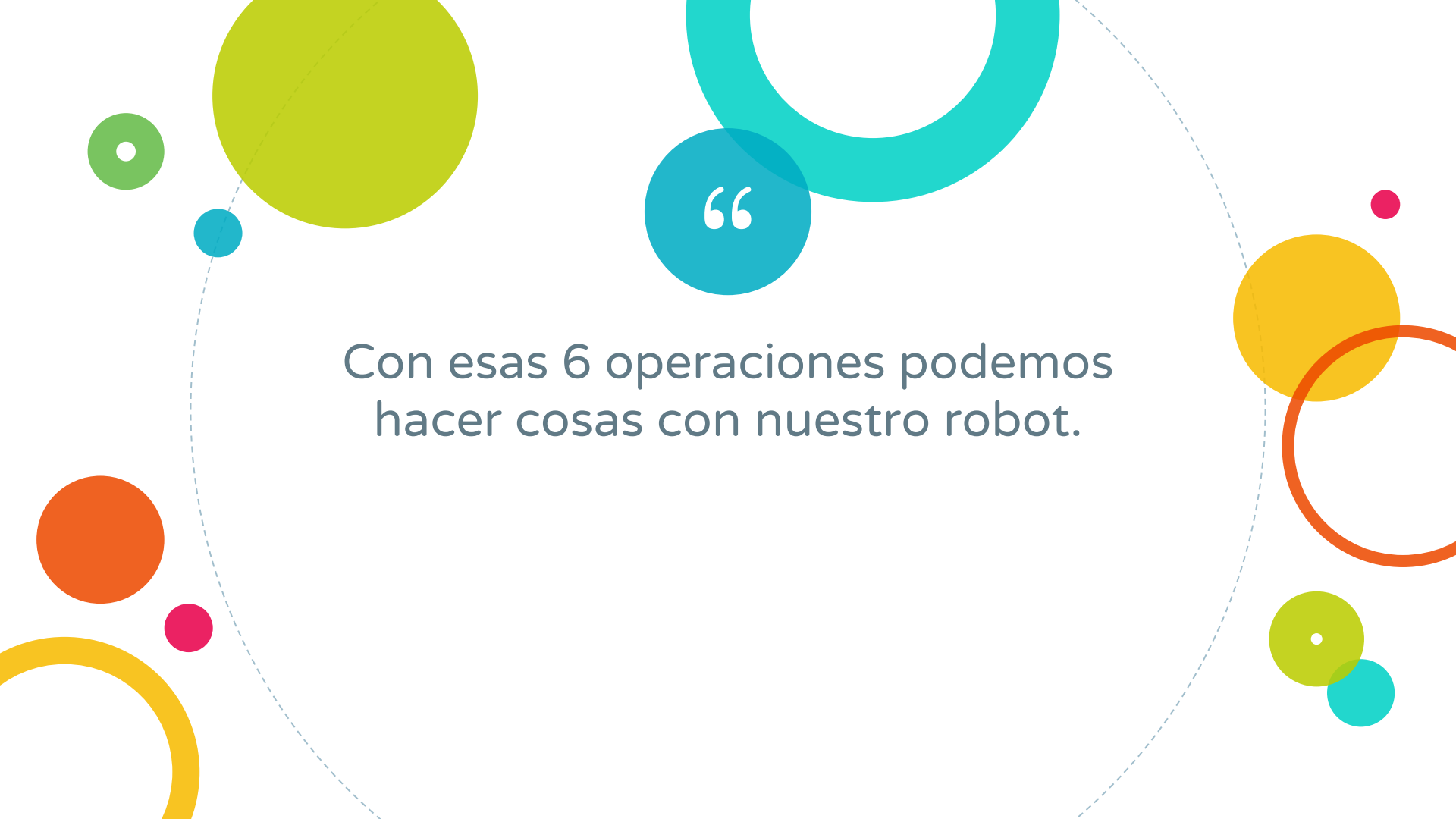
Izquierda

Bajar

Derecha

Este robot puede hacer 6 cosas distintas



The background features a light gray dashed circle. Various colored shapes are scattered around it: a large lime green circle in the top left, a small green circle with a white dot, a small blue circle, a large cyan ring at the top, a blue circle with white quotation marks, a large yellow circle on the right, a small pink circle, a large orange circle on the left, a small pink circle, a large yellow circle at the bottom left, a small pink circle, a large orange circle on the right, a small green circle with a white dot, and a small cyan circle.

“

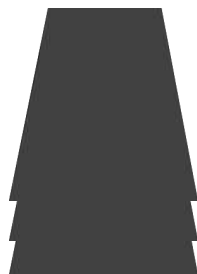
Con esas 6 operaciones podemos
hacer cosas con nuestro robot.

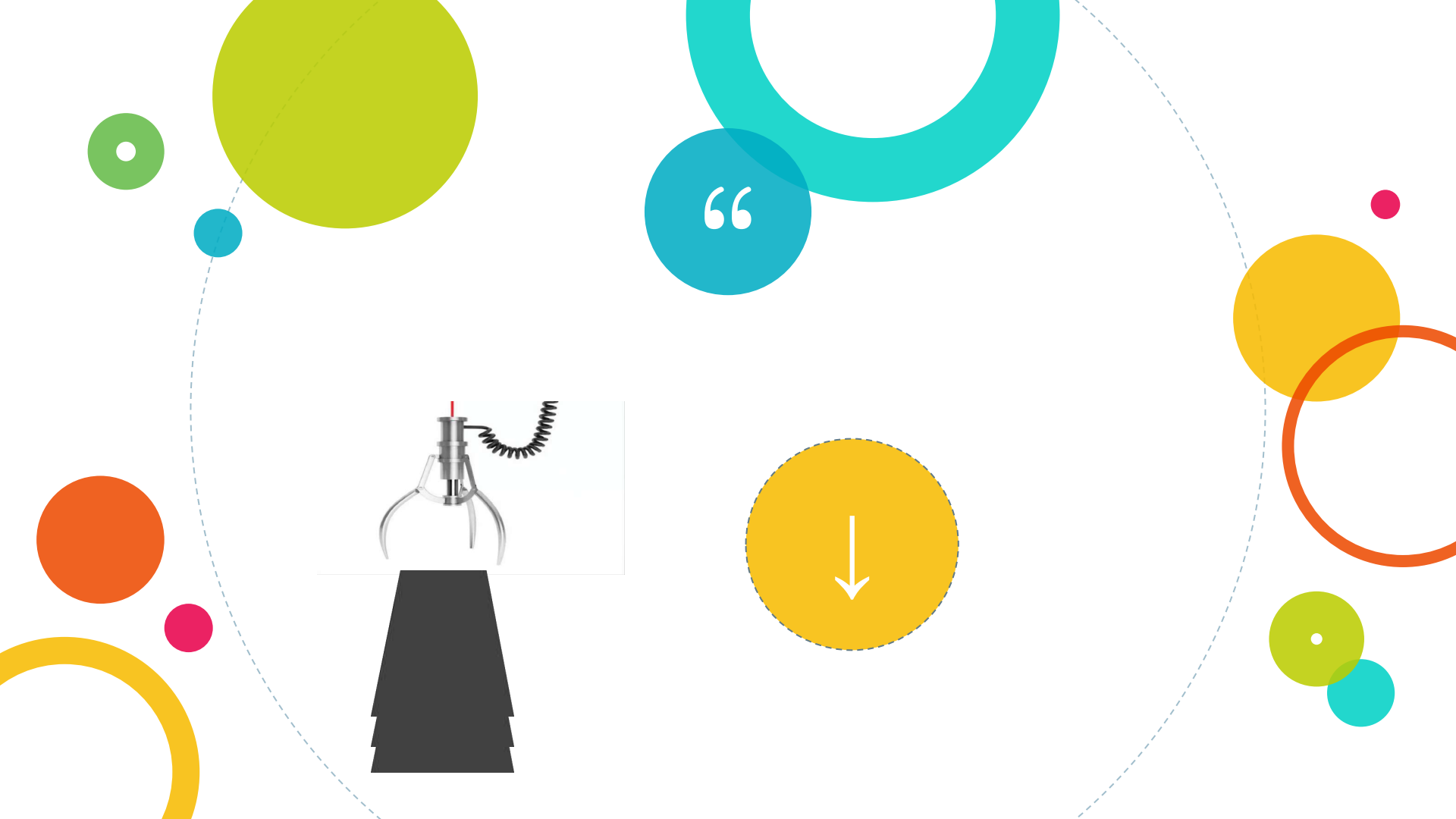
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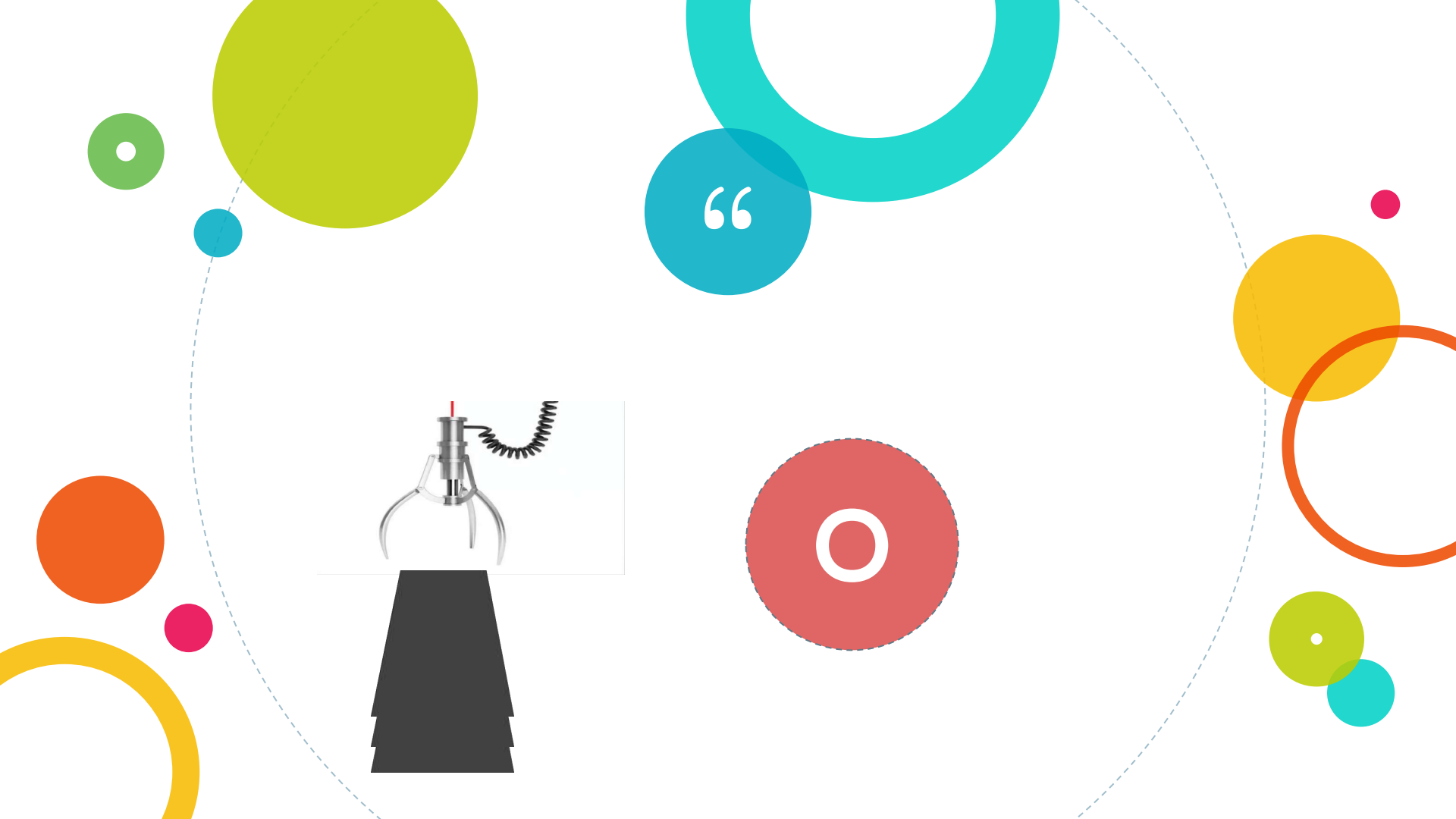
¿Cómo haríamos que nuestro robot
montara esto?

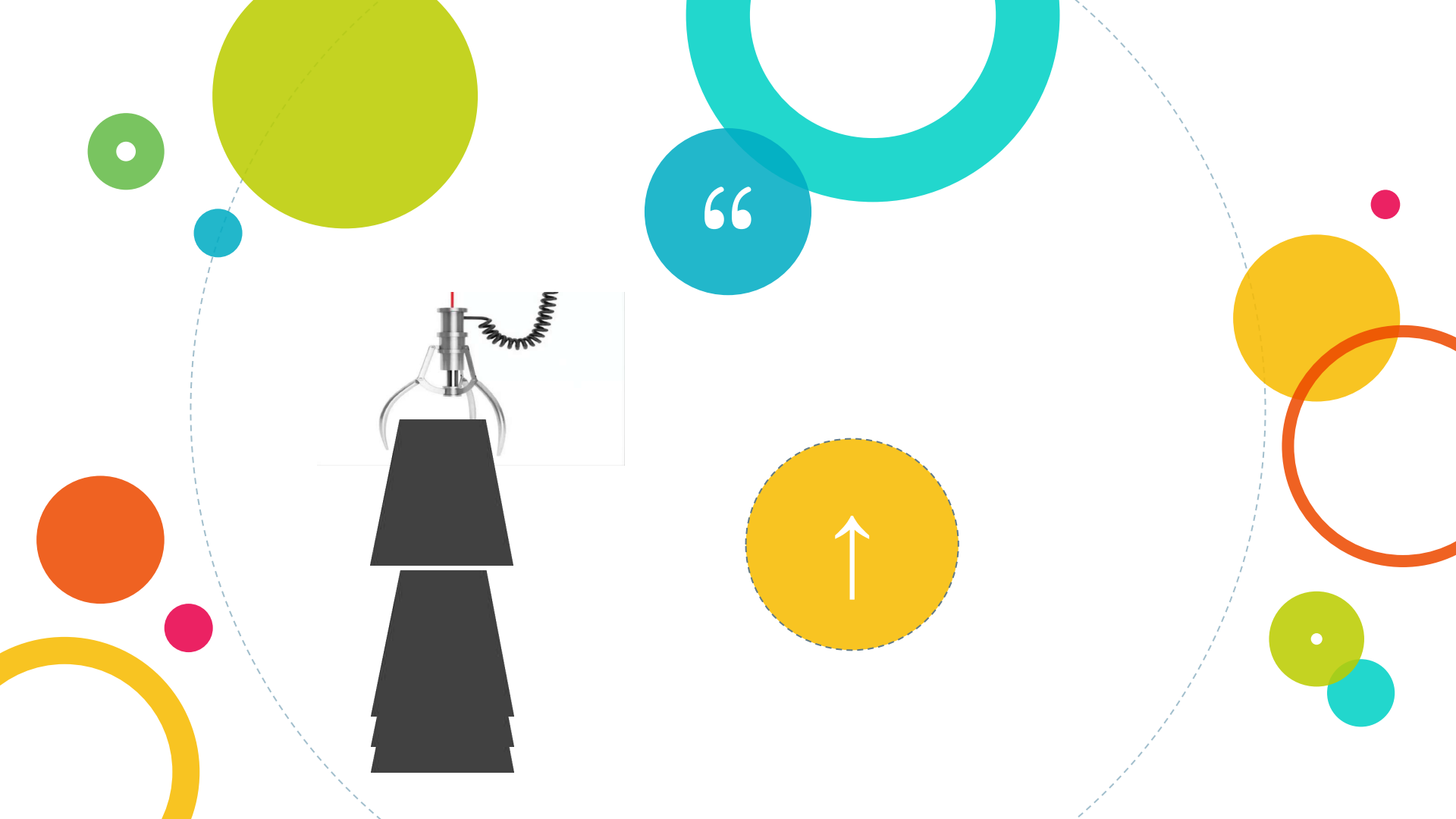


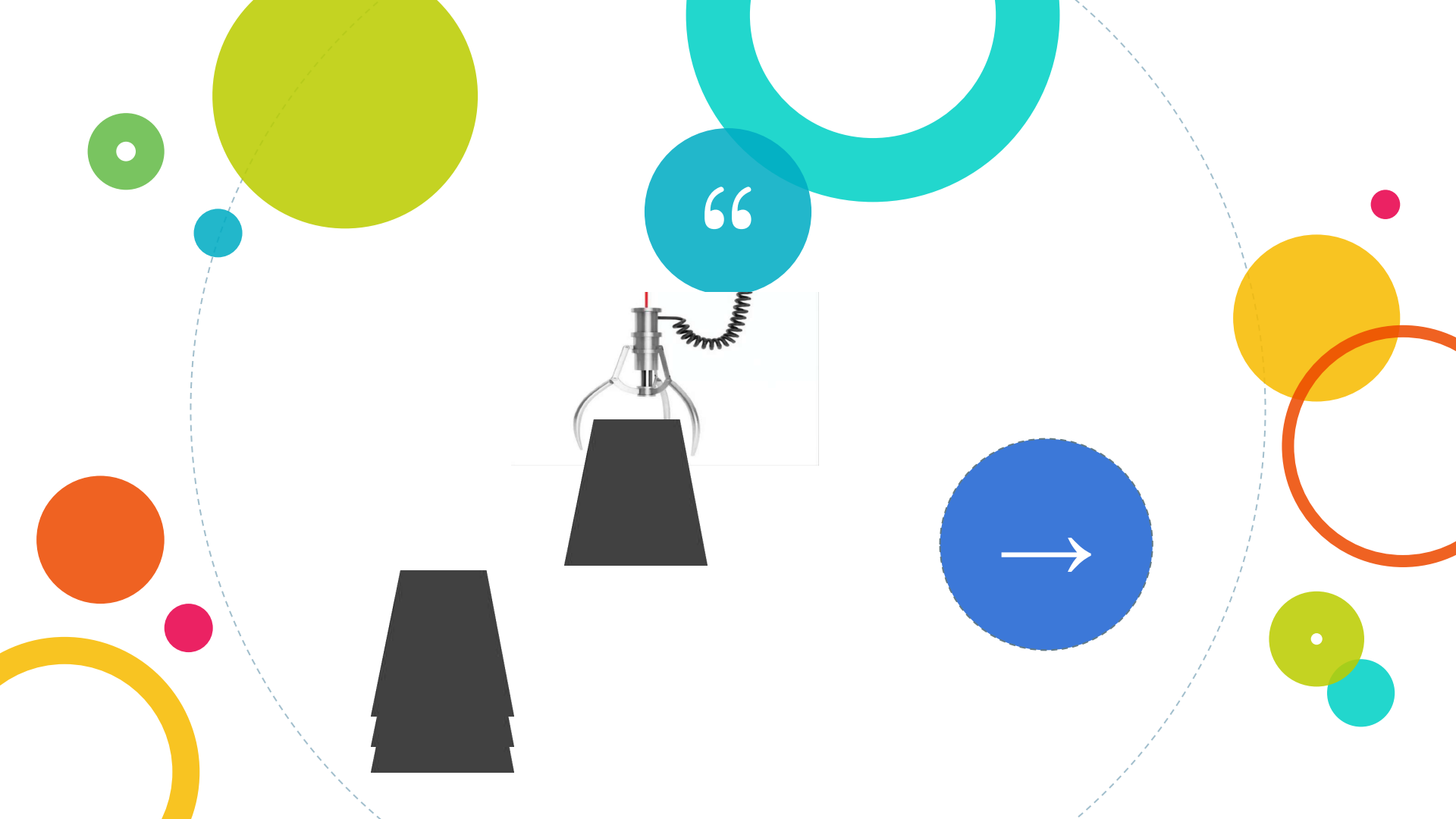
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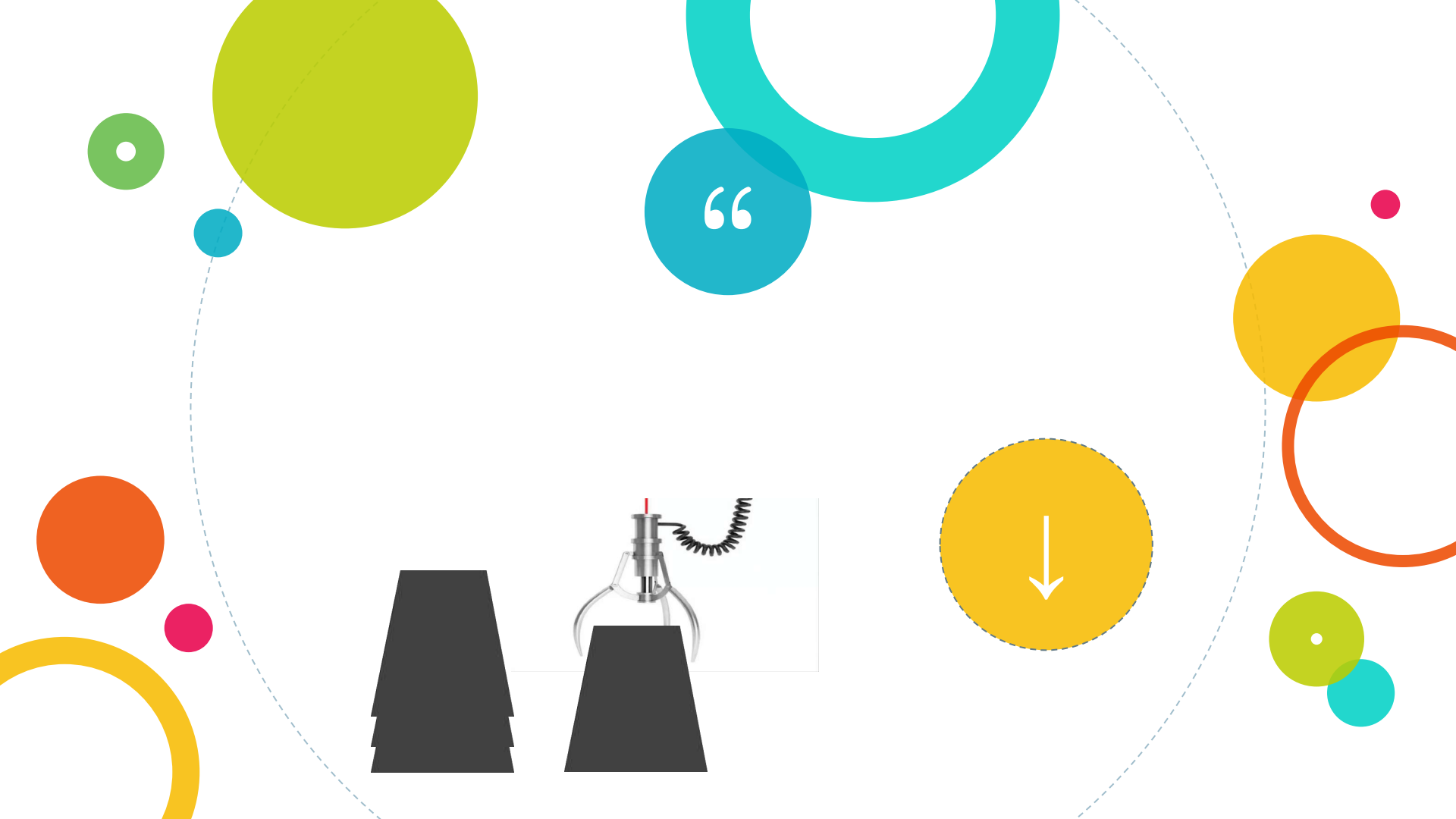


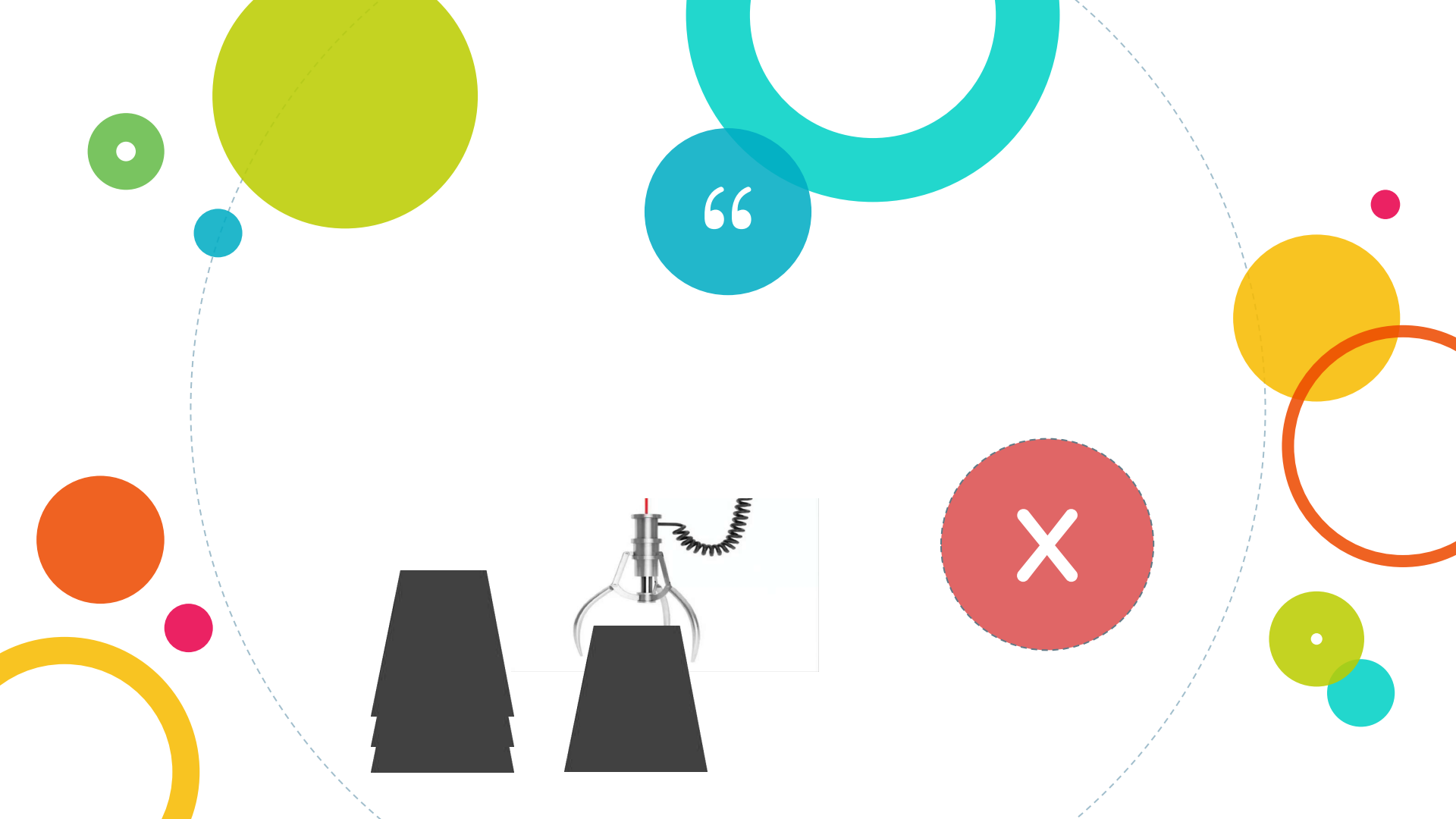








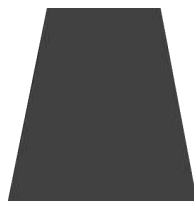
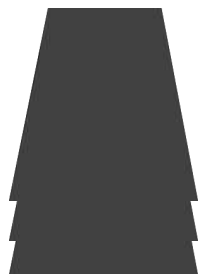


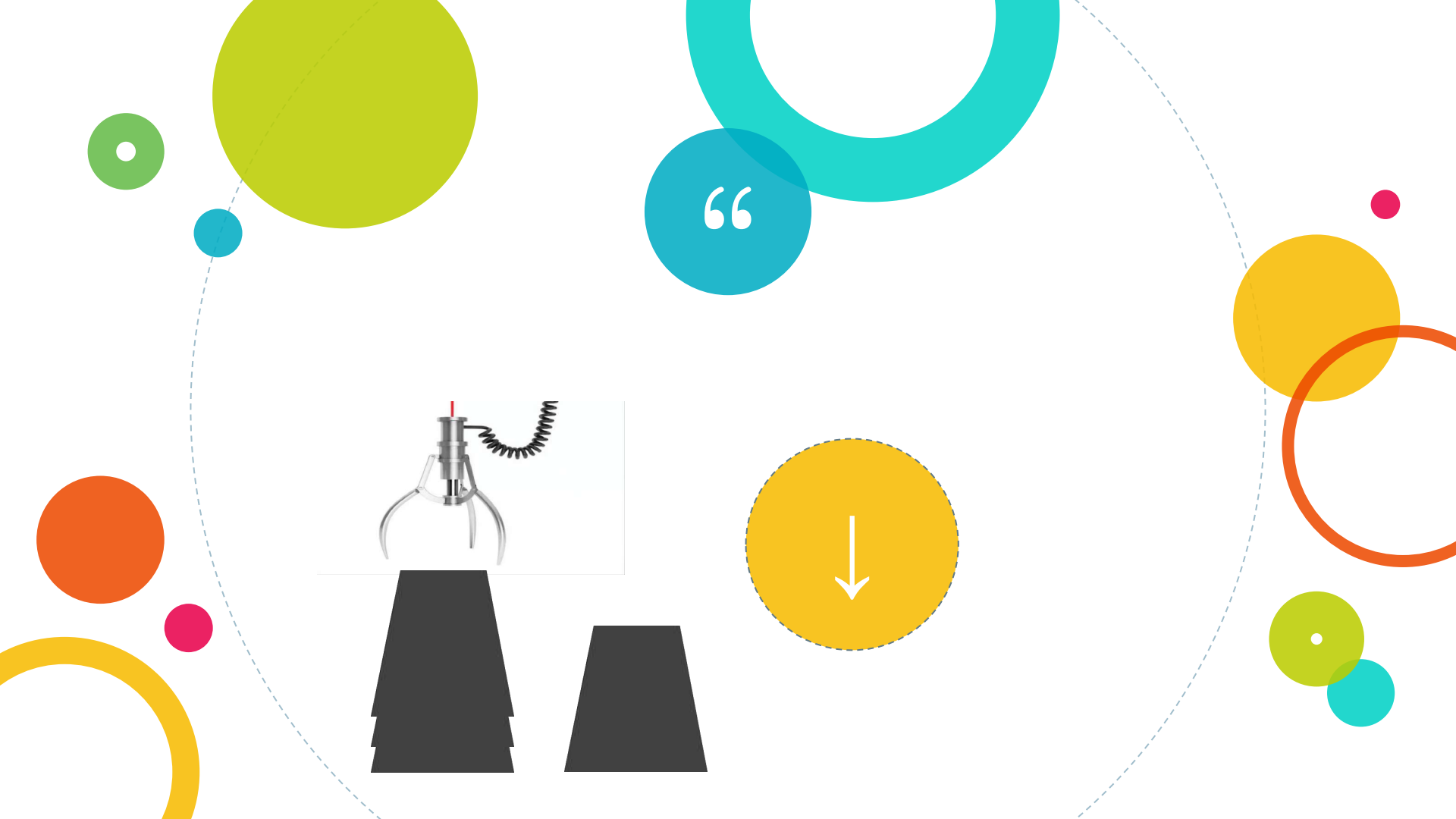


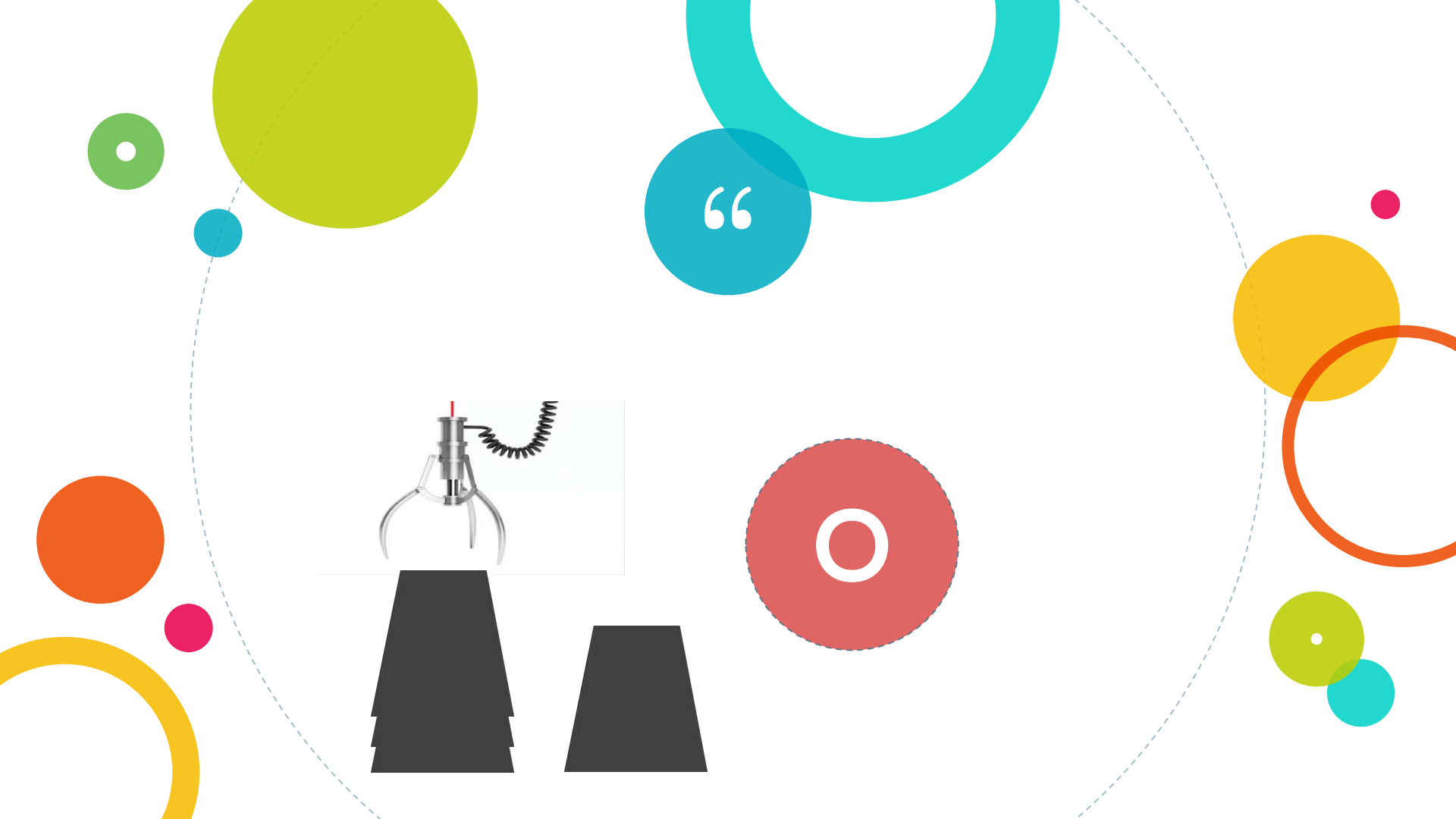
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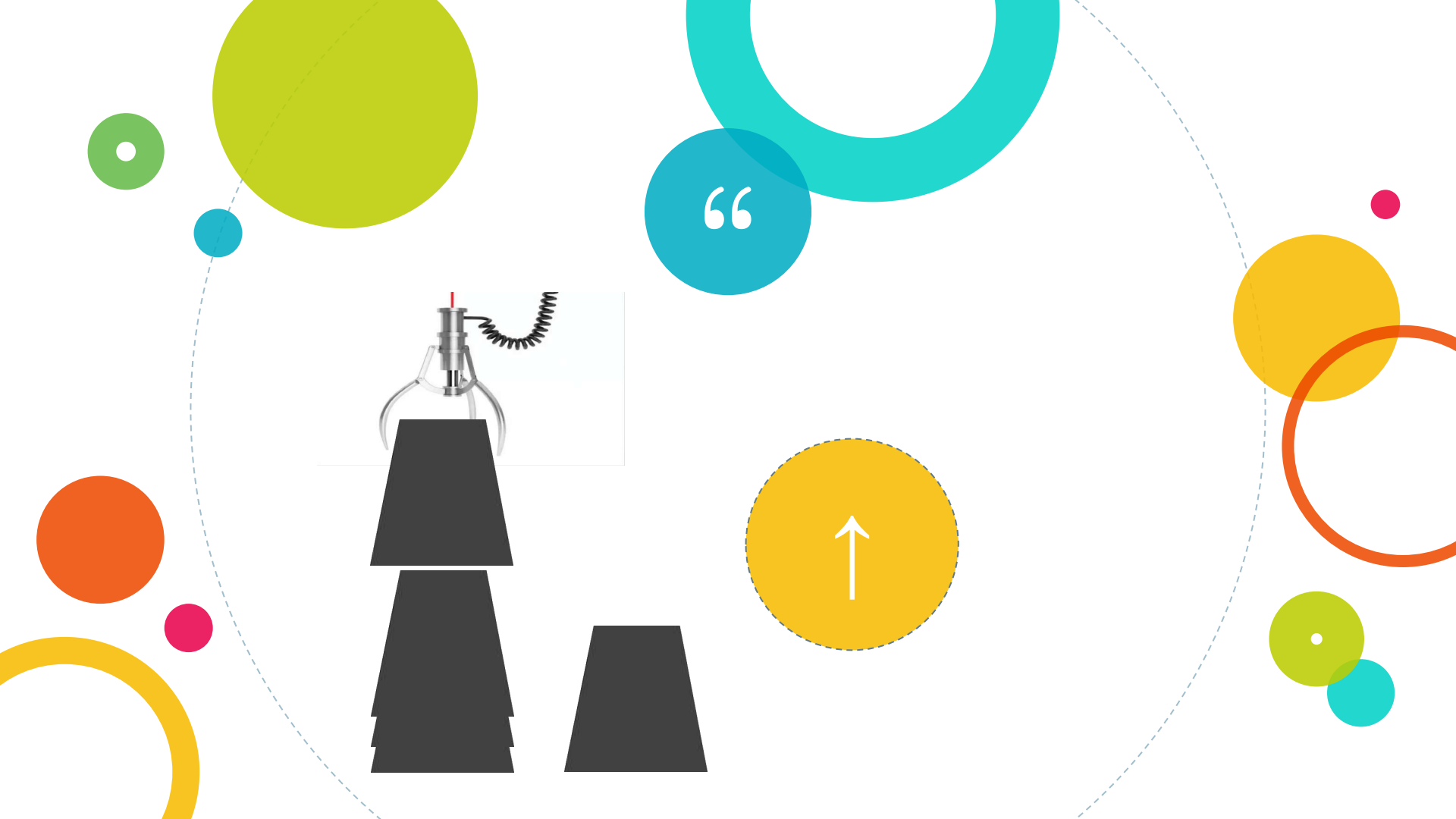


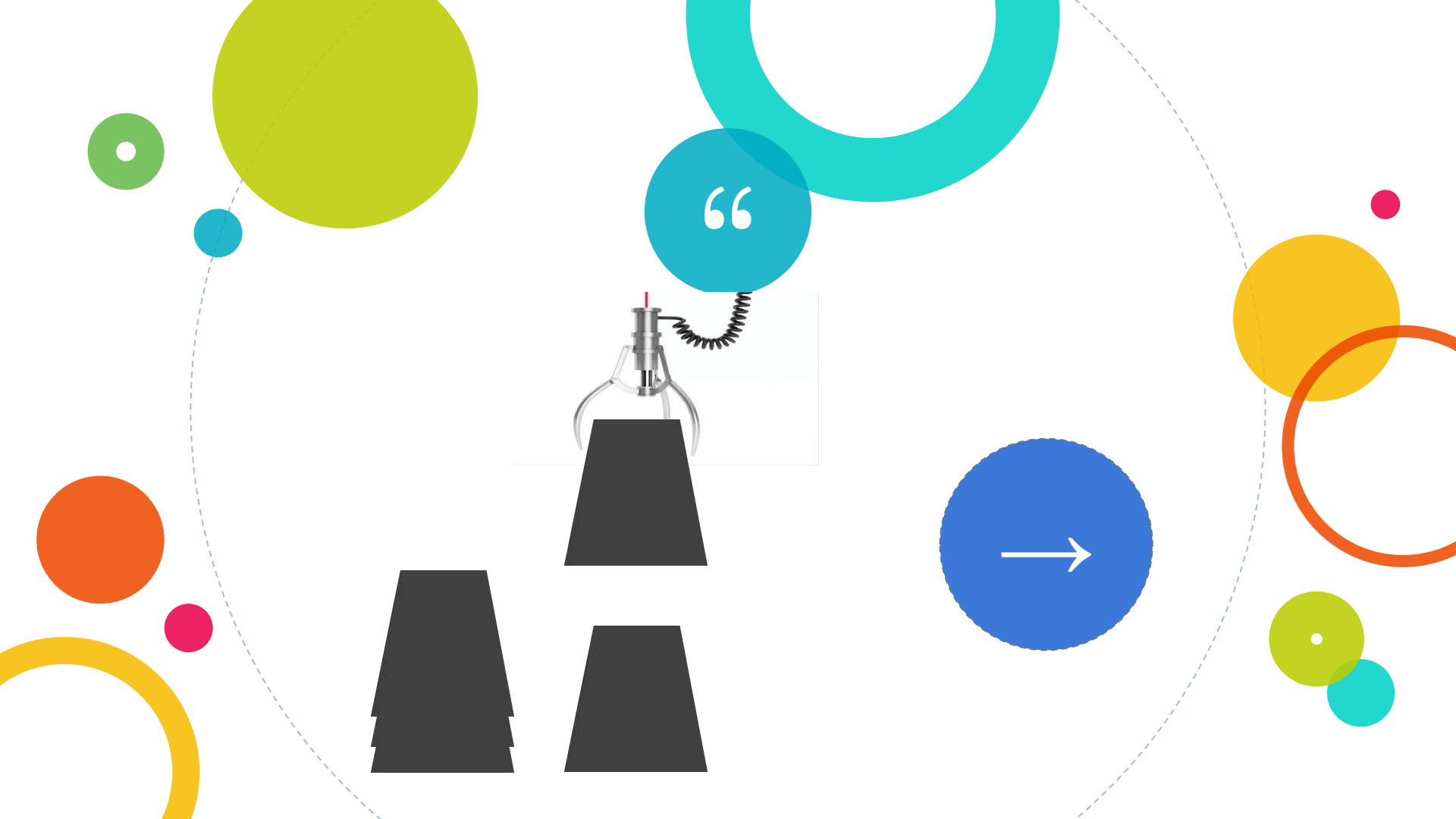
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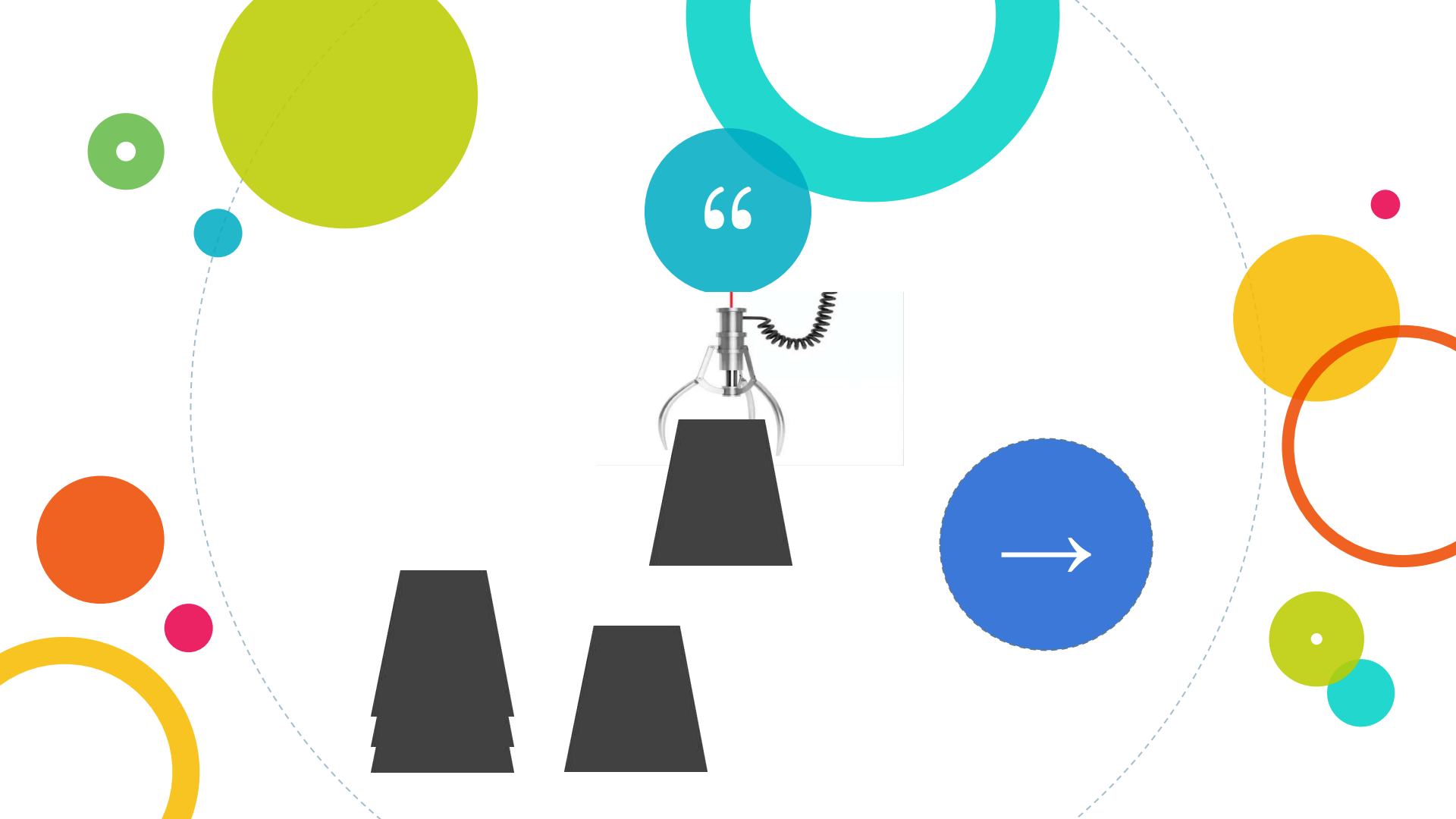


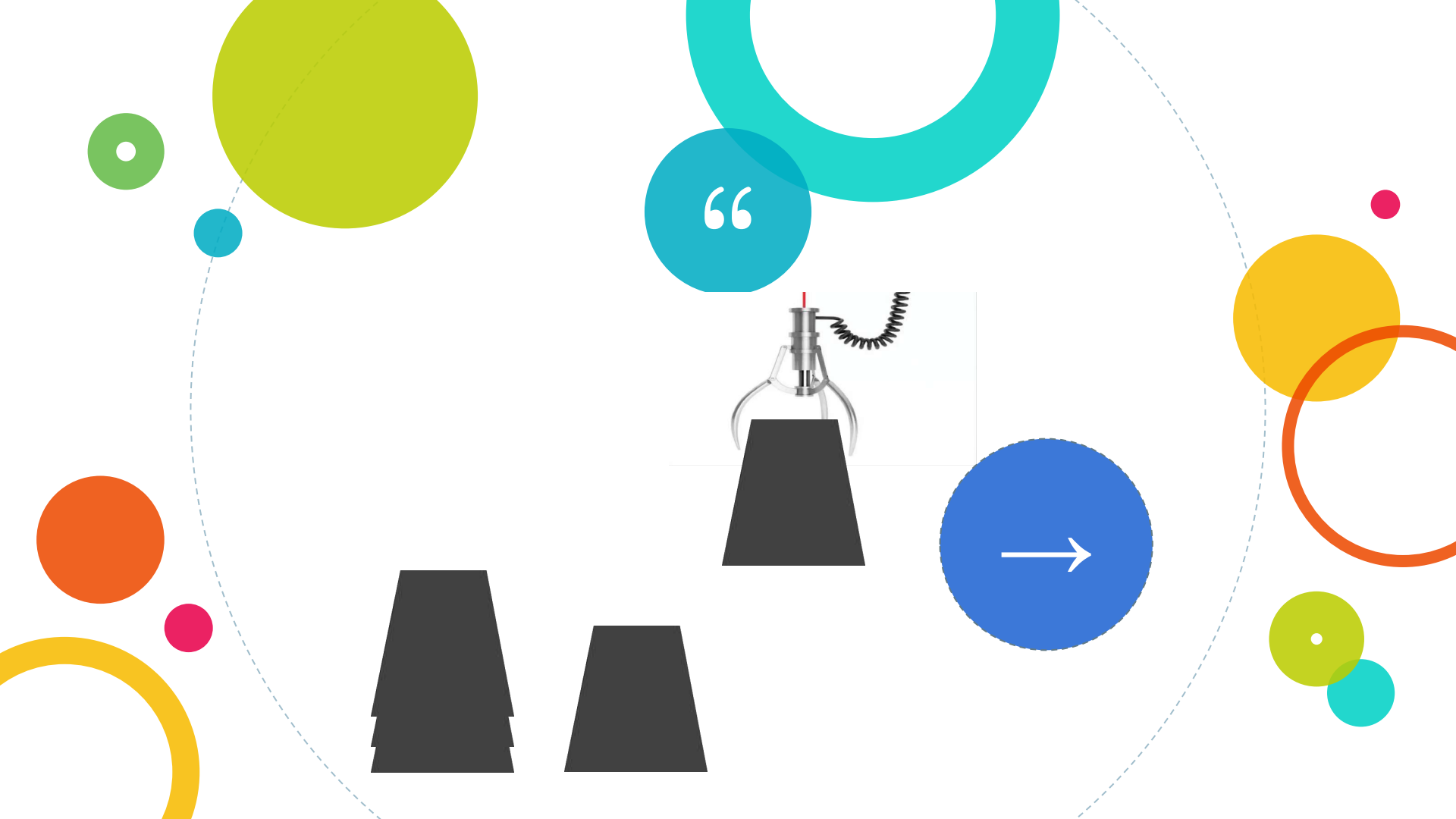


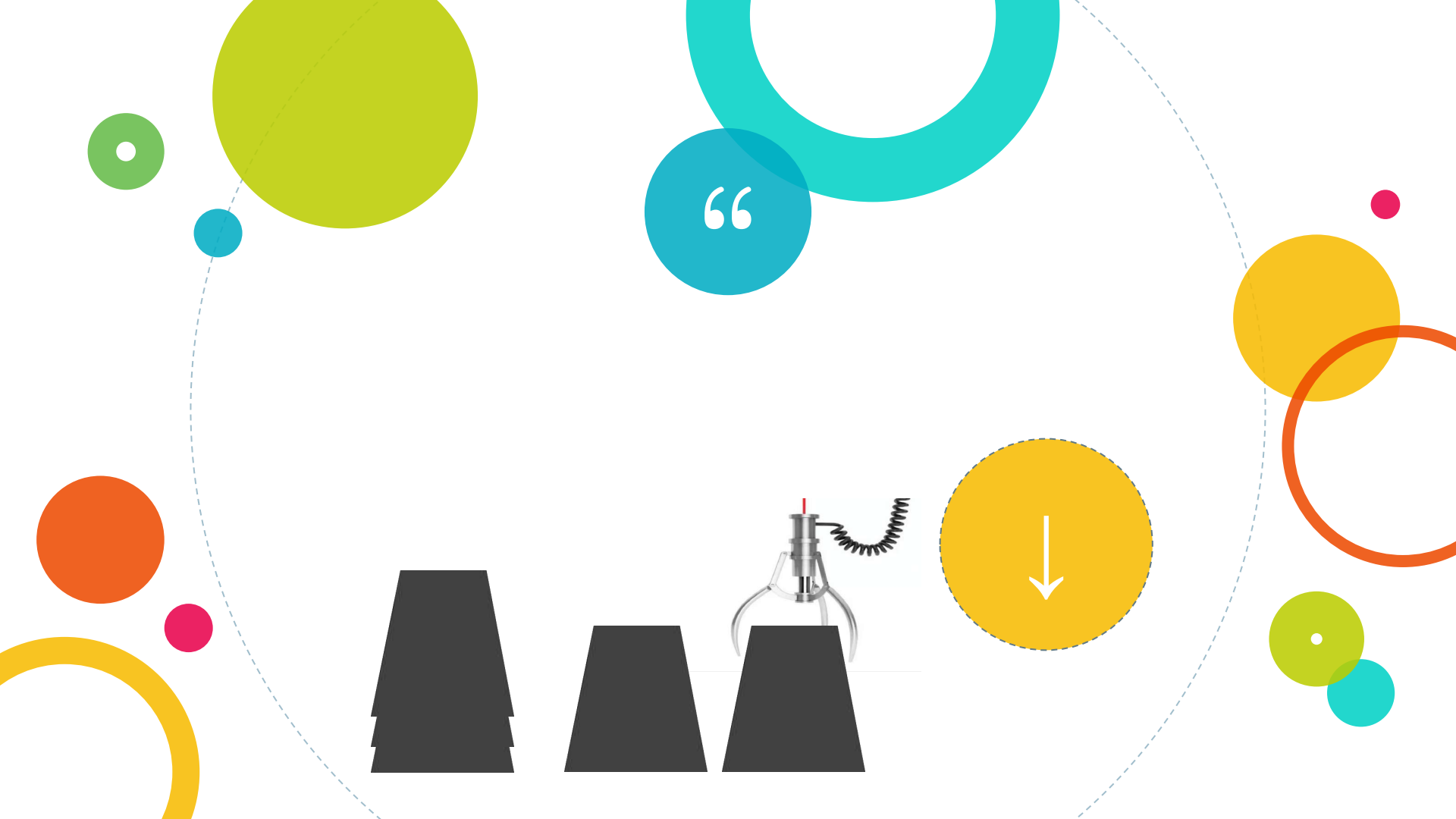


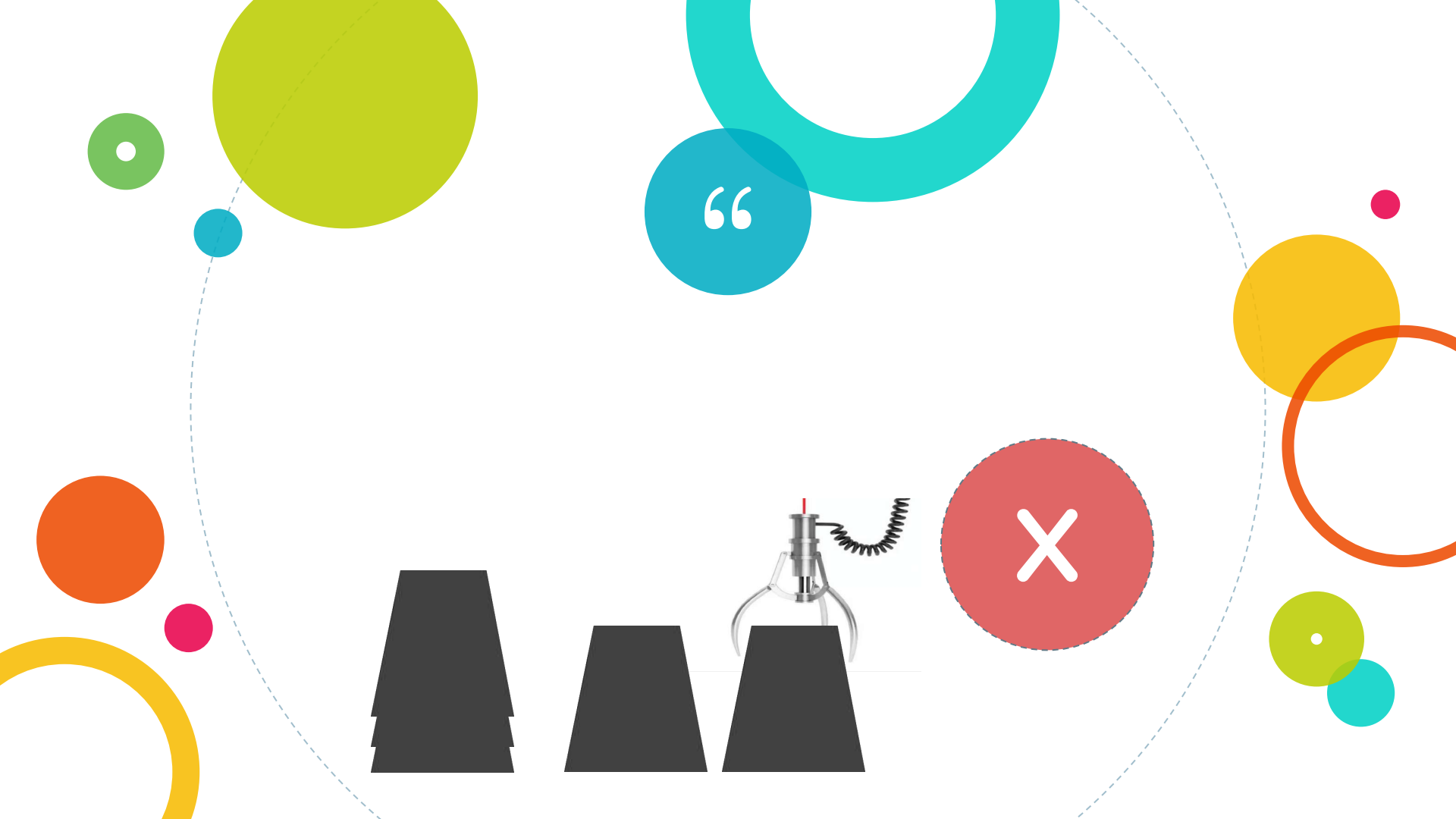


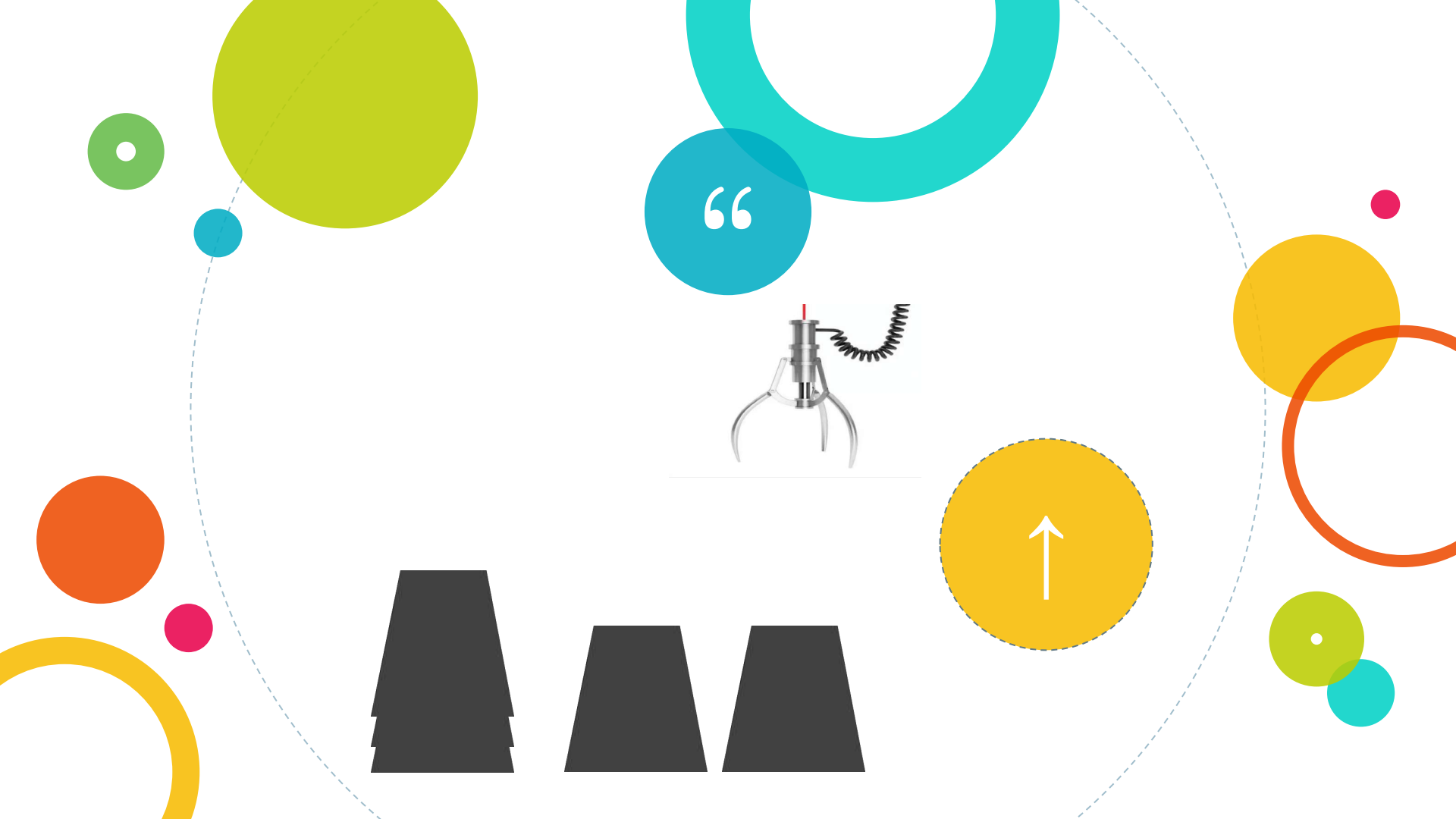


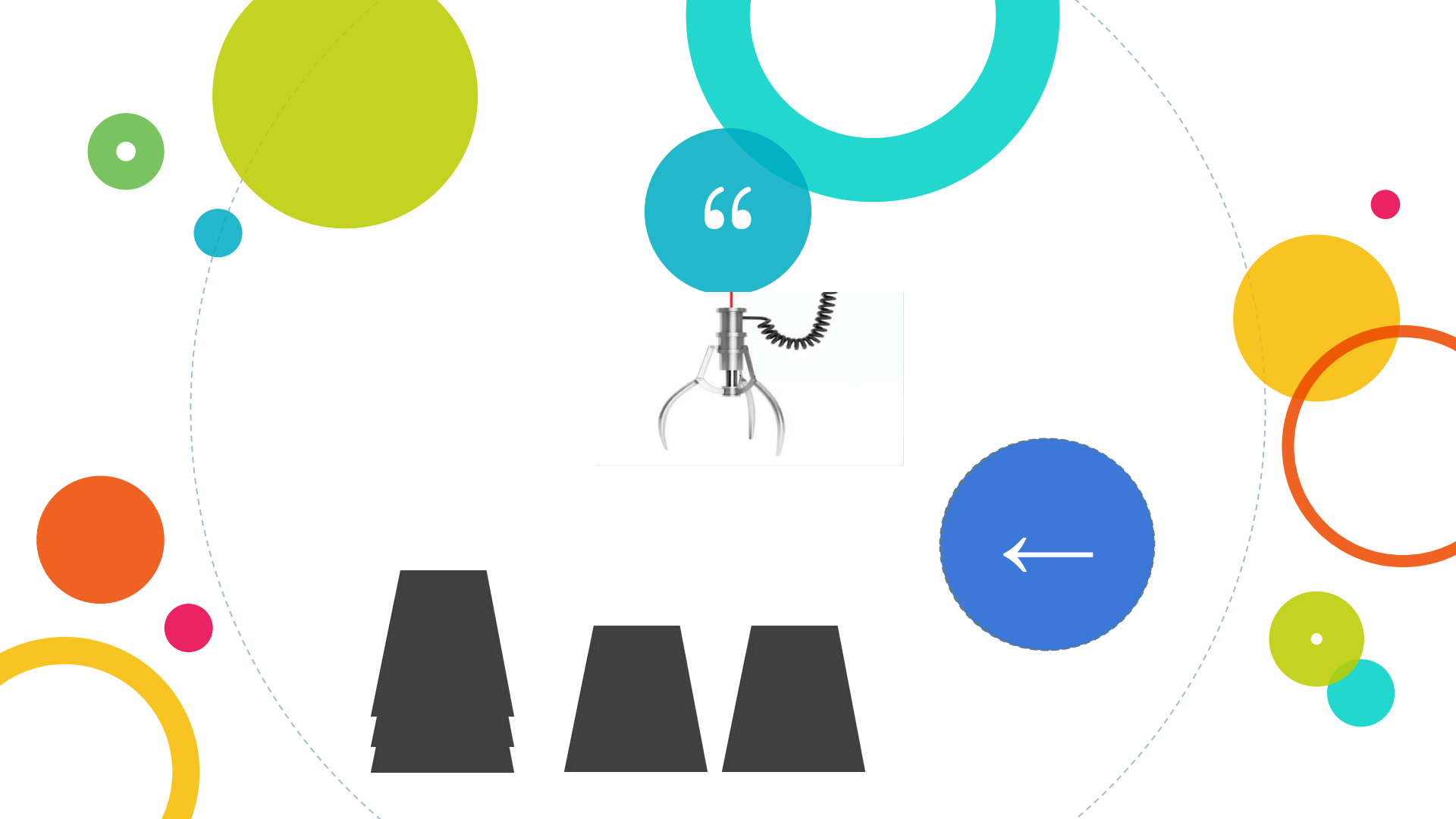


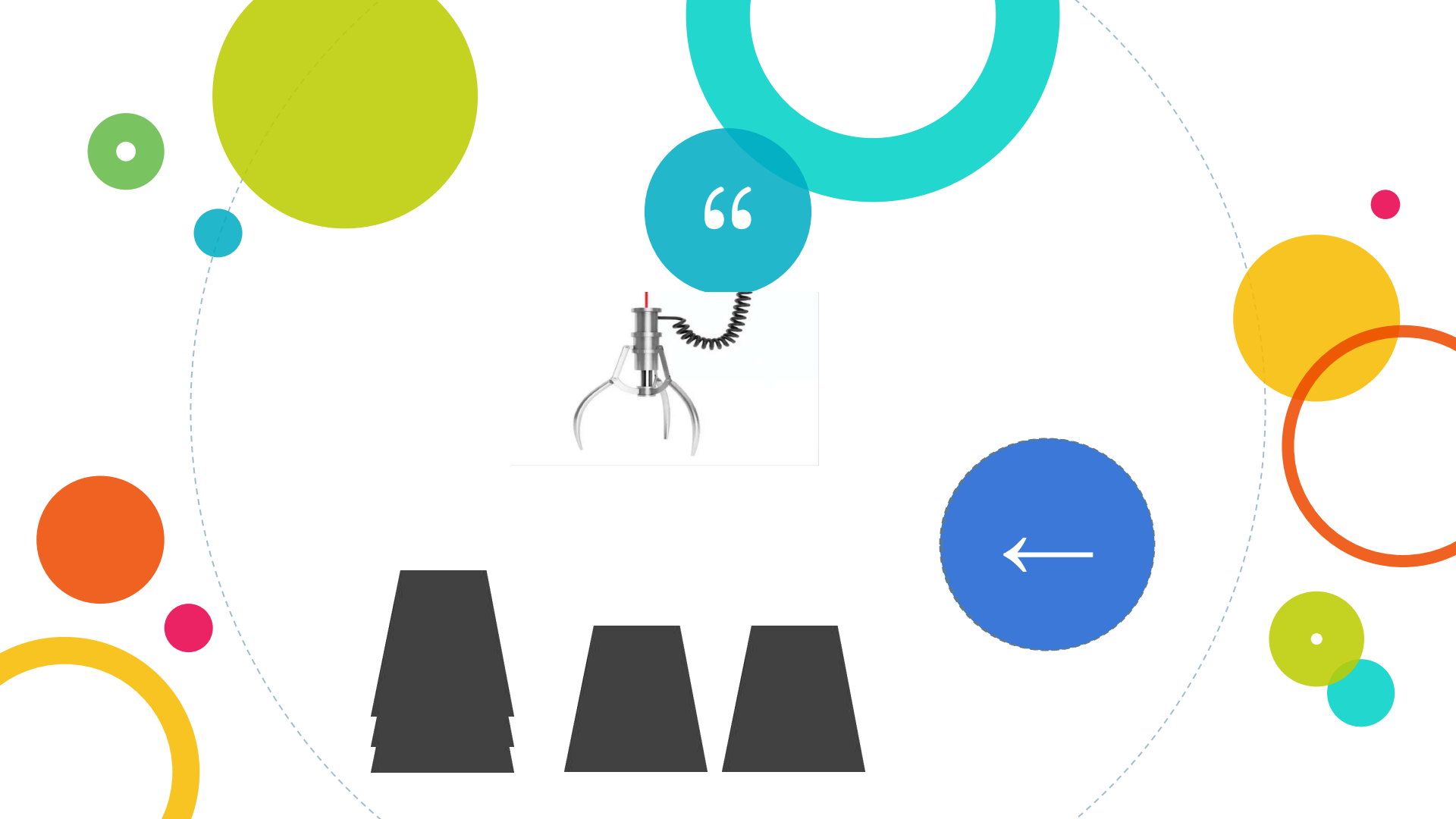








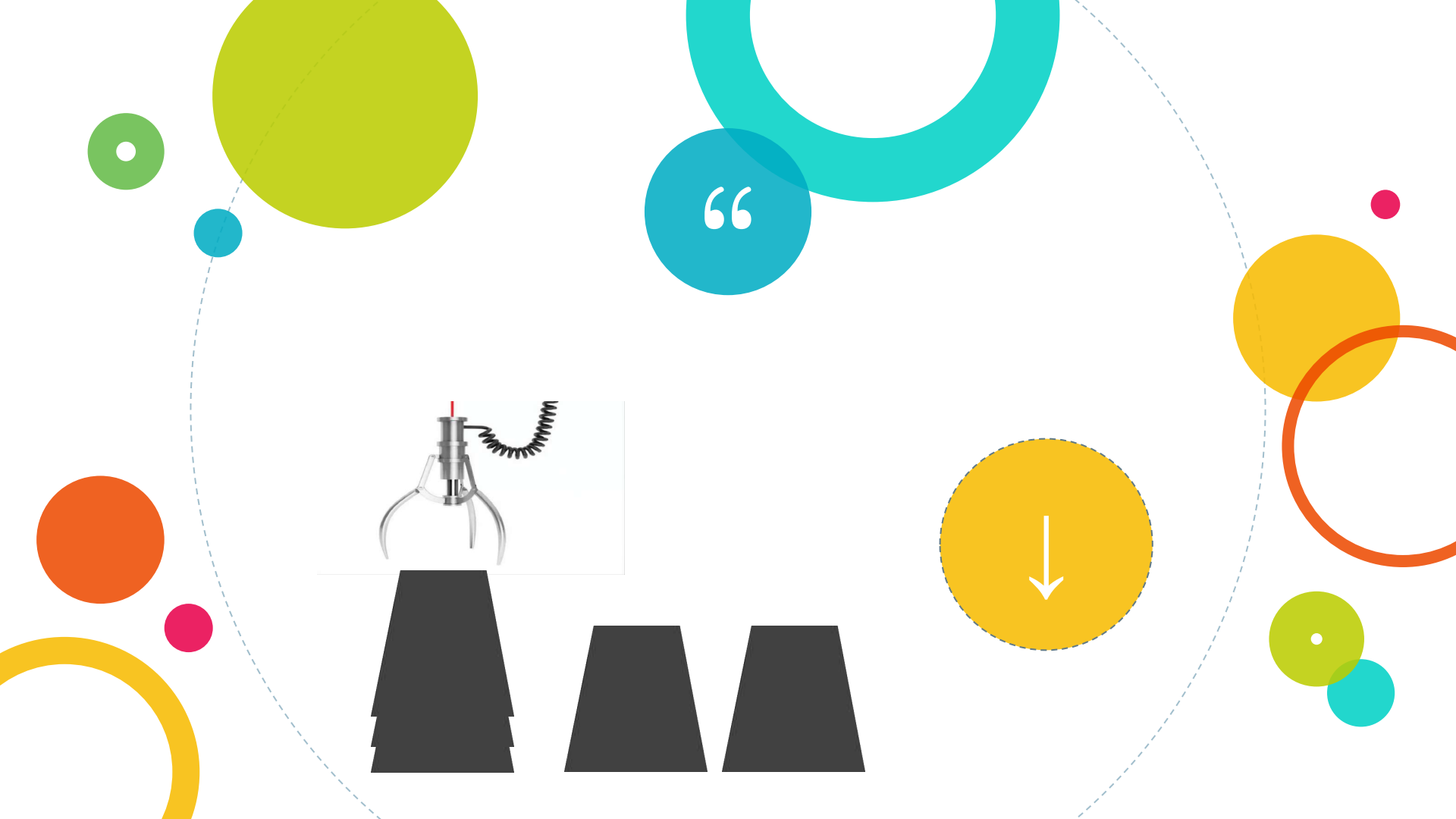


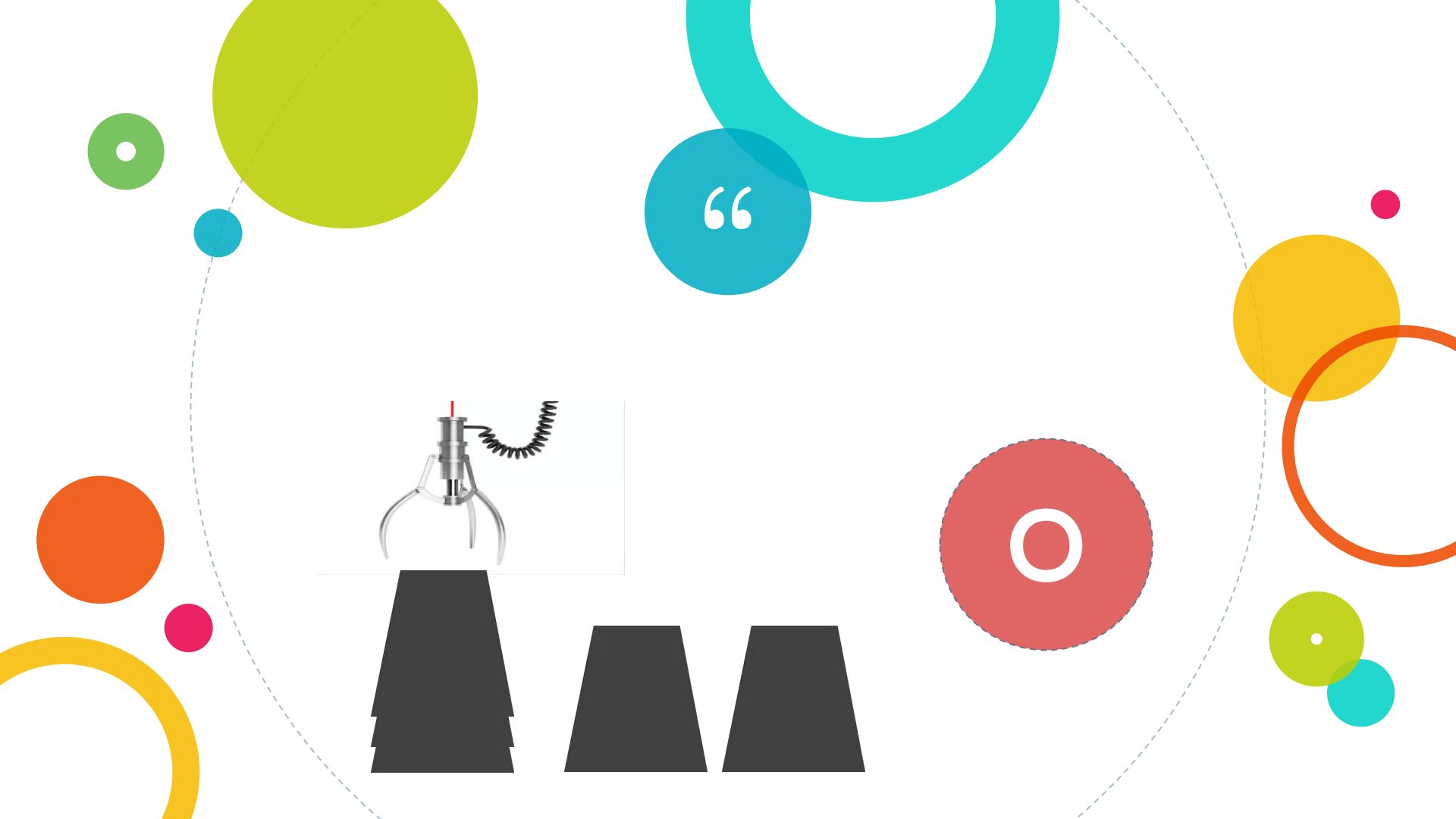


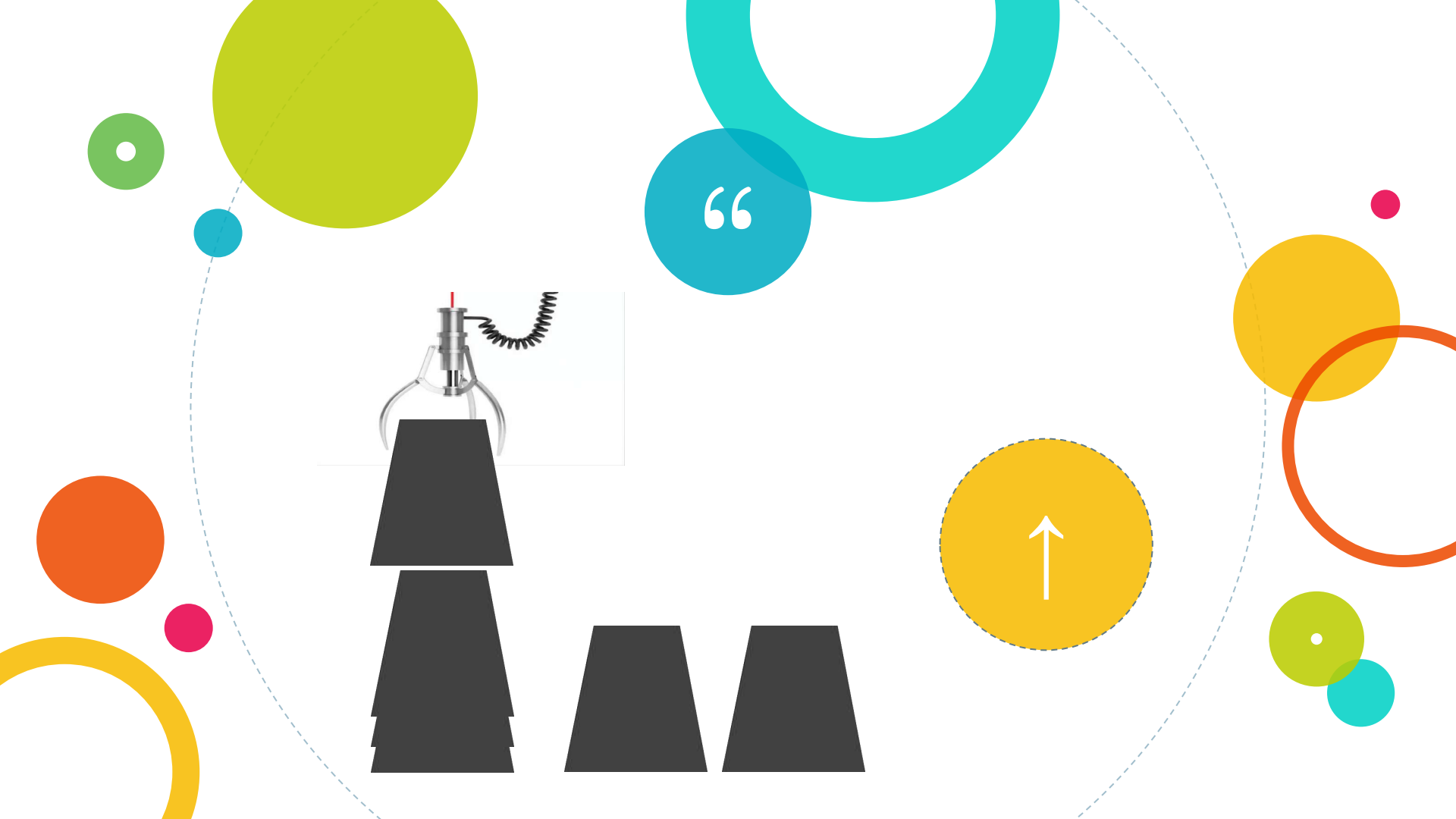


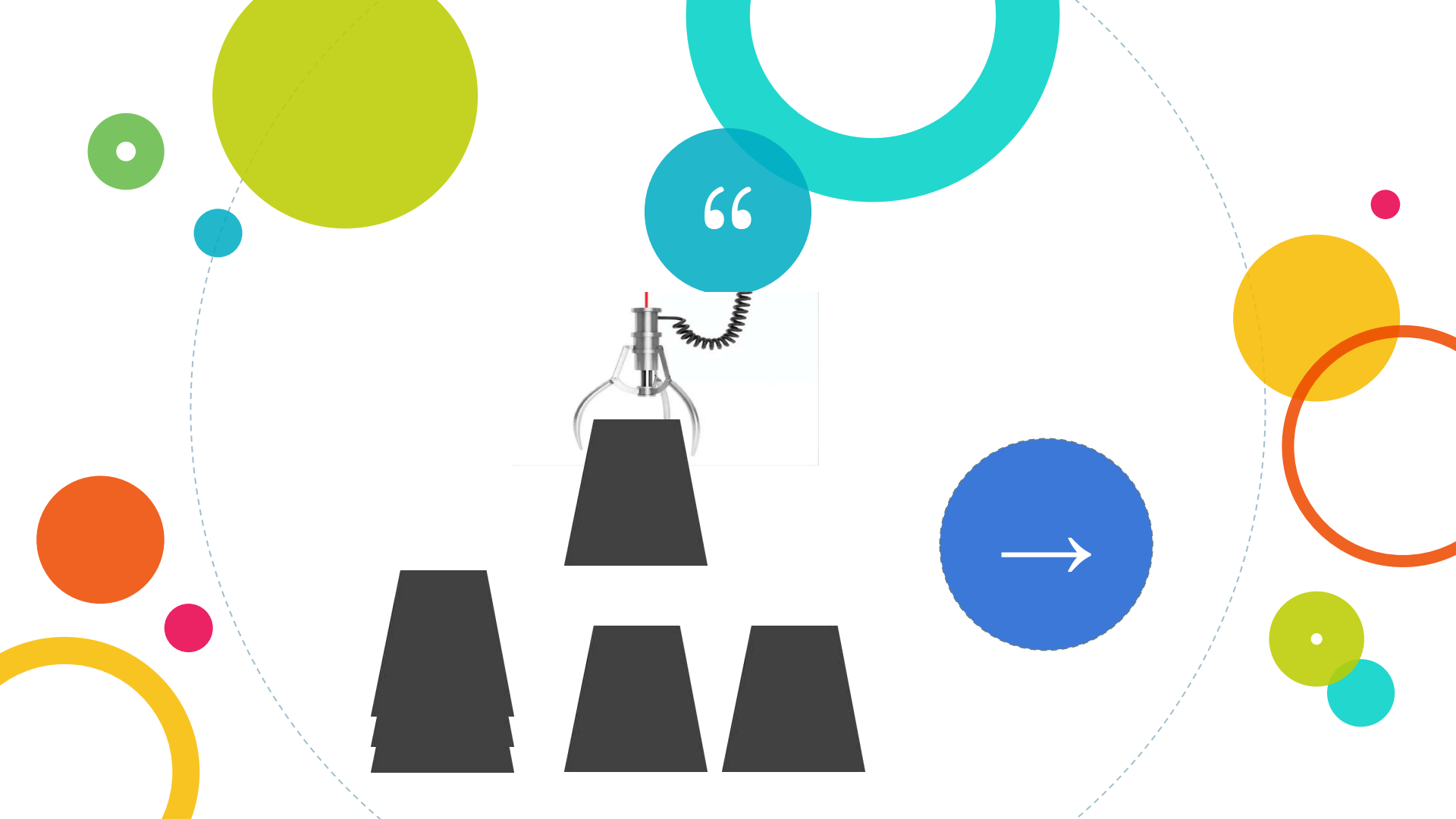
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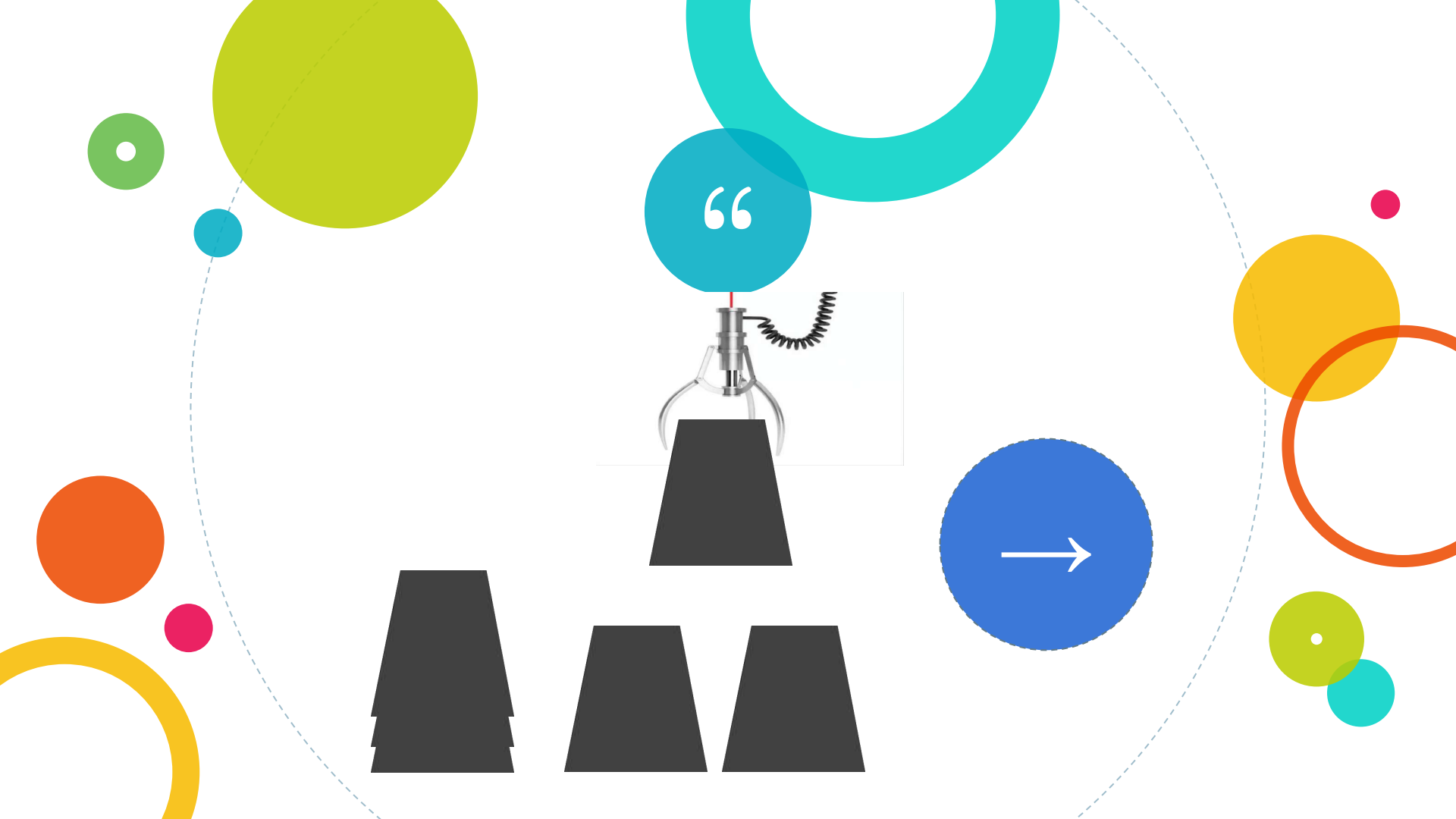




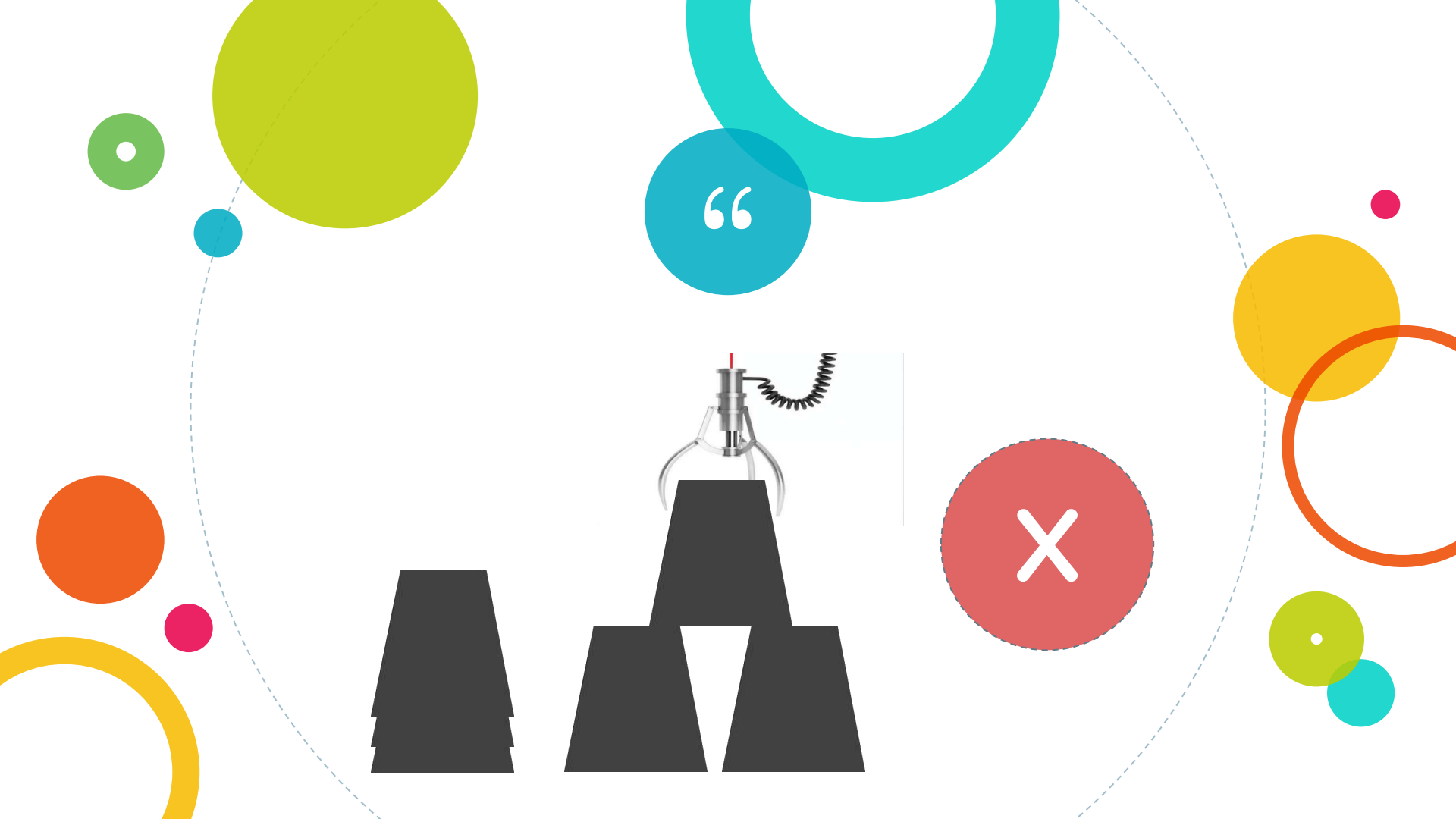










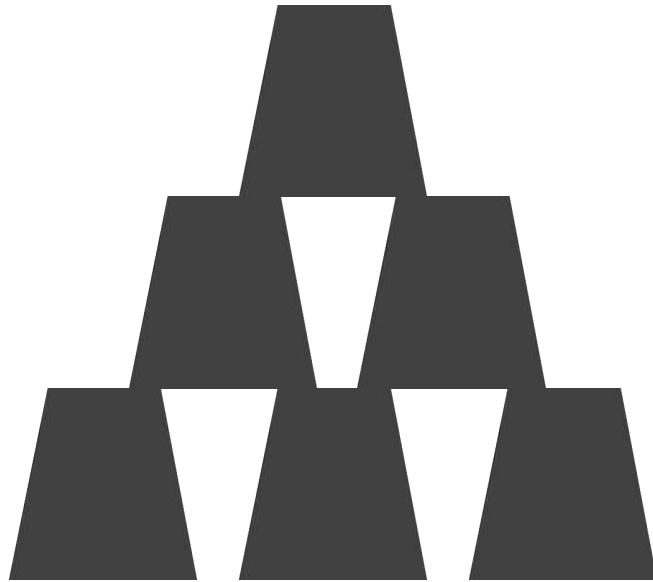


An abstract graphic design featuring a variety of colorful geometric shapes. At the top center is a large teal ring. Below it is a teal circle containing the white text "66". Further down is the text "¡Listo!" in a dark grey sans-serif font. At the bottom center are two dark grey trapezoidal shapes: one on the left and a larger one on the right that has a white triangular cutout in its center. The background is white and decorated with several other shapes: a large lime green circle at the top left, a small green circle with a white dot, a small blue circle, a large orange circle, a small pink circle, a yellow arc at the bottom left, a large yellow circle at the top right, a small pink circle, a lime green circle with a white dot, and a small teal circle. A thin, light blue dashed line curves across the page, passing through or near several of these shapes.

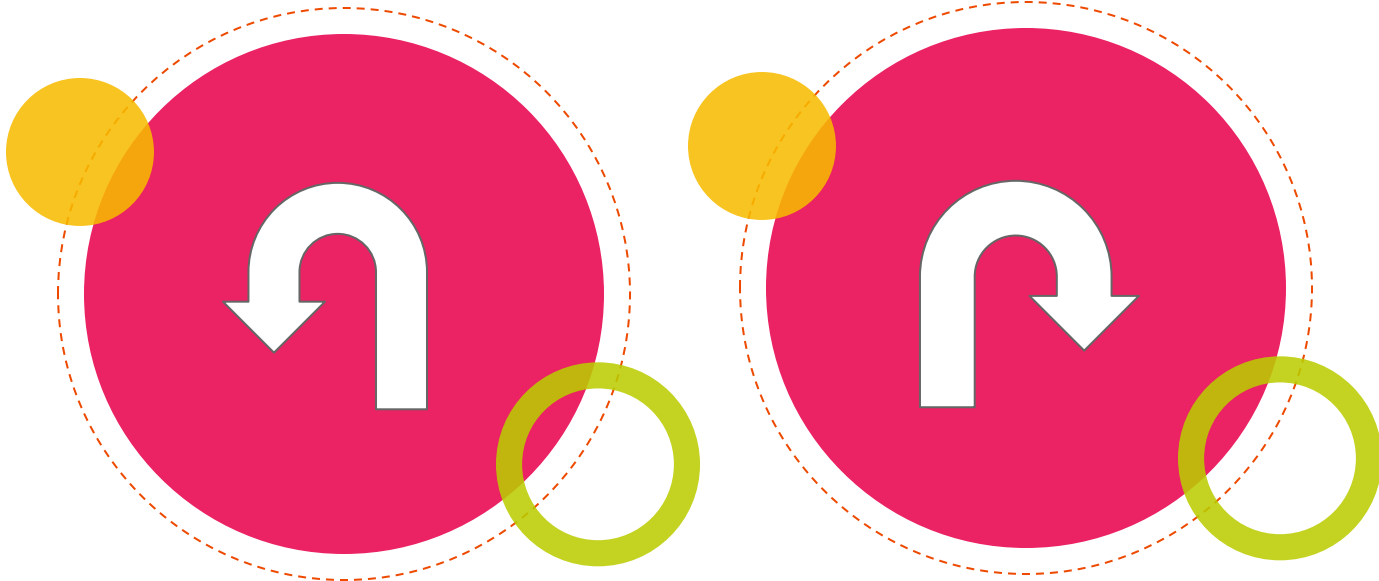
66

¡Listo!

Ahora entre
todos!



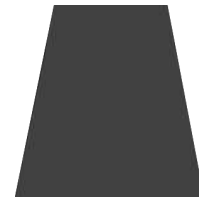
Vamos a incluir nuevas
instrucciones



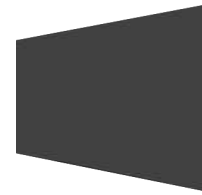
Girar a la izquierda



Girar a la izquierda



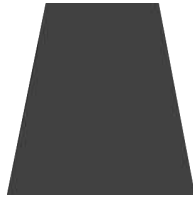
Girar a la izquierda



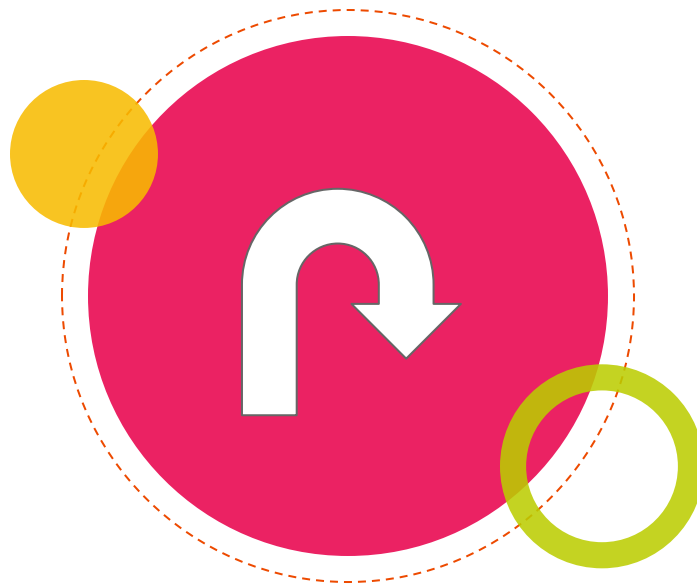
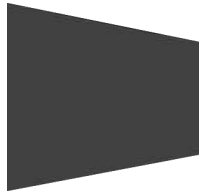
Girar a la derecha



Girar a la derecha



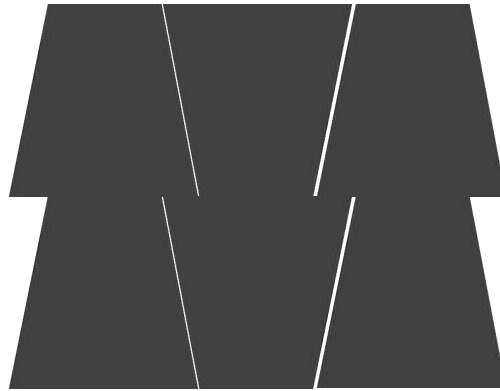
Girar a la derecha

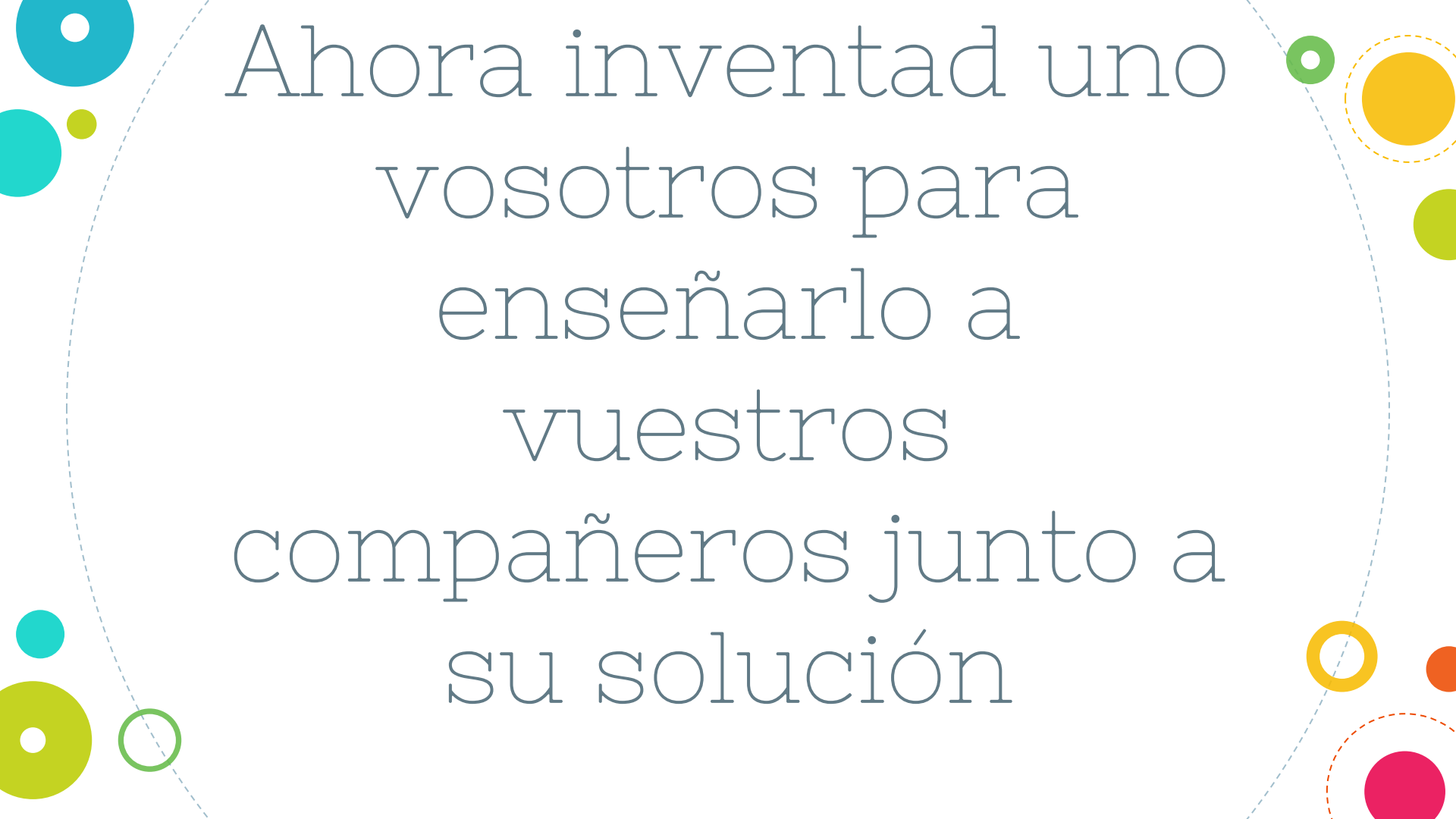


Ahora entre
todos!



Ahora entre
todos!



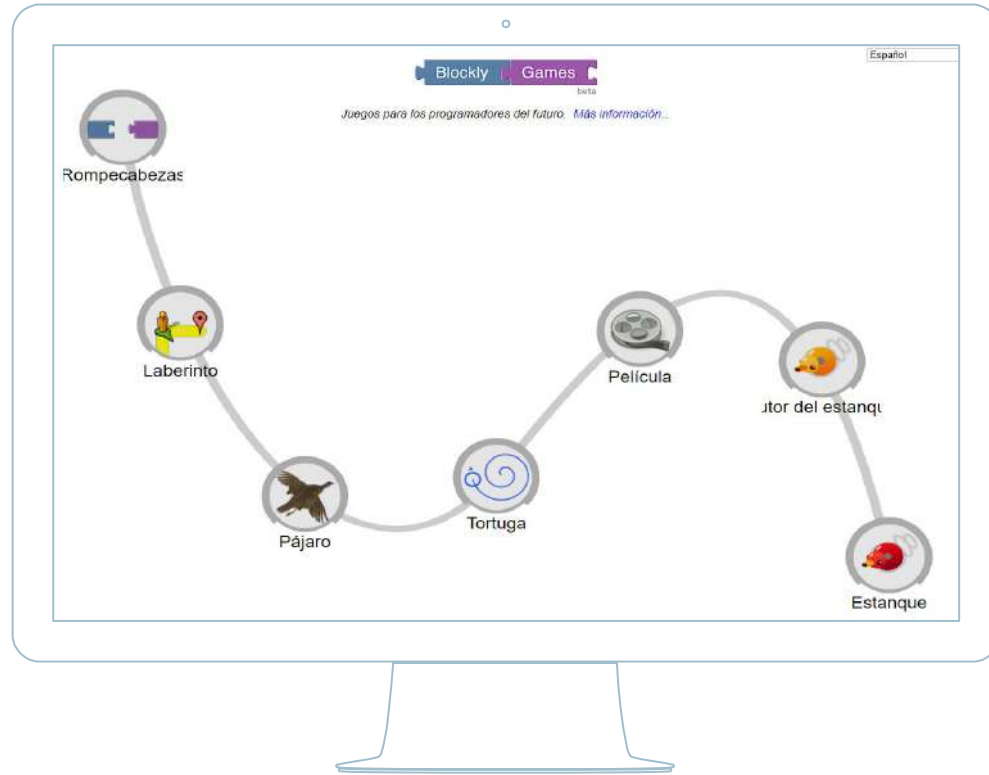
A decorative graphic featuring a large, light blue dashed circle that frames the text. Various colored circles (blue, green, yellow, orange, red, pink) are scattered around the perimeter of the dashed circle, some solid and some outlined.

Ahora inventad uno
vosotros para
enseñarlo a
vuestros
compañeros junto a
su solución

The background is white and decorated with various colorful circles and dashed lines. In the top left, there is a large orange circle with a dashed red outline, overlapping a yellow circle. Below them is a small pink circle. In the top right, there is a green circle with a white center, a small orange circle, and a yellow circle with a dashed green outline. In the bottom left, there is a green circle with a dashed green outline, a large yellow circle, and a small cyan circle. In the bottom right, there is a large cyan circle with a white center, and a cyan circle with a dashed blue outline. A large, faint dashed blue circle is centered in the background.

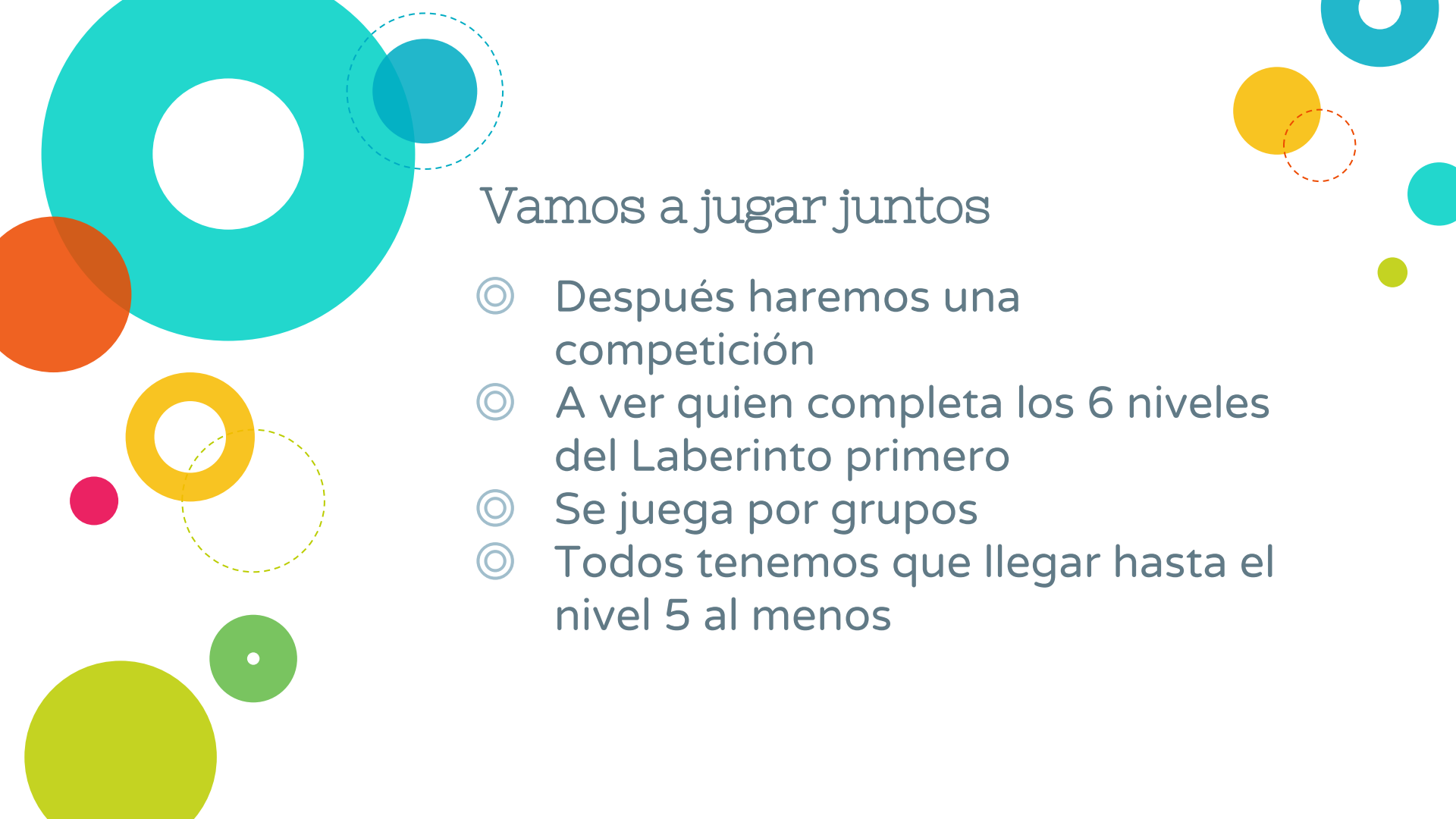
3

Programando y
jugando con Blockly



blockly-games.appspot.com

Blockly es una página web con la que podemos aprender a programar



Vamos a jugar juntos

- ⦿ Después haremos una competición
- ⦿ A ver quien completa los 6 niveles del Laberinto primero
- ⦿ Se juega por grupos
- ⦿ Todos tenemos que llegar hasta el nivel 5 al menos

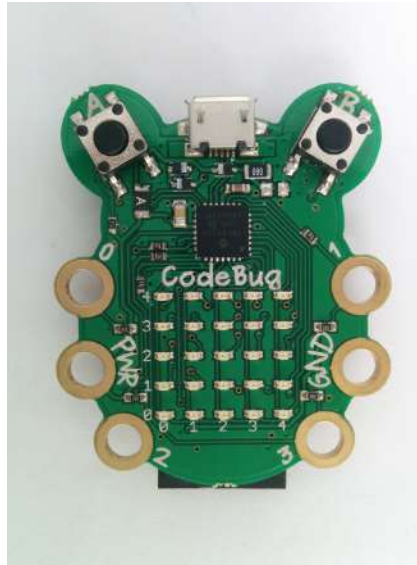
The background is white and decorated with various colorful circles and dashed lines. In the top left, there is a large orange circle with a dashed red outline, overlapping a yellow circle. Below the yellow circle is a small pink circle. In the top right, there is a green circle with a white center, a small orange circle, and a yellow circle with a dashed green outline. In the bottom left, there is a green circle with a dashed green outline, a large yellow circle, and a small cyan circle. In the bottom right, there is a large cyan circle with a white center, a small cyan circle with a dashed blue outline, and a small cyan circle. In the center, there is a large dashed light blue circle containing the number 4.

4

CodeBug

“

Esto es un CodeBug



The background of the slide is decorated with various colorful geometric shapes. On the left side, there is a large cyan ring, an orange solid circle, a yellow ring, a small pink solid circle, a large lime green solid circle, and a small green solid circle with a white dot in the center. A dashed blue circle is partially visible behind the large cyan ring. On the right side, there is a yellow solid circle, a small cyan solid circle, a small lime green solid circle, and a dashed orange circle. The text 'Scratch' is positioned to the right of the large cyan ring.

Scratch

- © Es un mini-ordenador programable



Scratch

- ◎ Es un mini-ordenador programable
- ◎ Tiene una plataforma gratuita y accesible desde internet



Scratch

- ◎ Es un mini-ordenador programable
- ◎ Tiene una plataforma gratuita y accesible desde internet
- ◎ Es una forma sencilla de aprender a programar desde 0



Scratch

- ◎ Es un mini-ordenador programable
- ◎ Tiene una plataforma gratuita y accesible desde internet
- ◎ Es una forma sencilla de aprender a programar desde 0
- ◎ Tiene 25 LEDs y 2 botones



Scratch

- ◎ Es un mini-ordenador programable
- ◎ Tiene una plataforma gratuita y accesible desde internet
- ◎ Es una forma sencilla de aprender a programar desde 0
- ◎ Tiene 25 LEDs y 2 botones
- ◎ Es parecido a SCRATCH

A decorative background featuring a large, light blue dashed circle. Various colored circles and arcs are scattered around it: a large green circle at the top left, a large cyan arc at the top center, a small green circle with a white dot at the top left, a small blue circle at the top left, a large orange circle at the bottom left, a small pink circle at the bottom left, a large yellow arc at the bottom left, a large yellow circle at the top right, a small pink circle at the top right, a large orange arc at the bottom right, a small green circle with a white dot at the bottom right, and a small cyan circle at the bottom right.

“

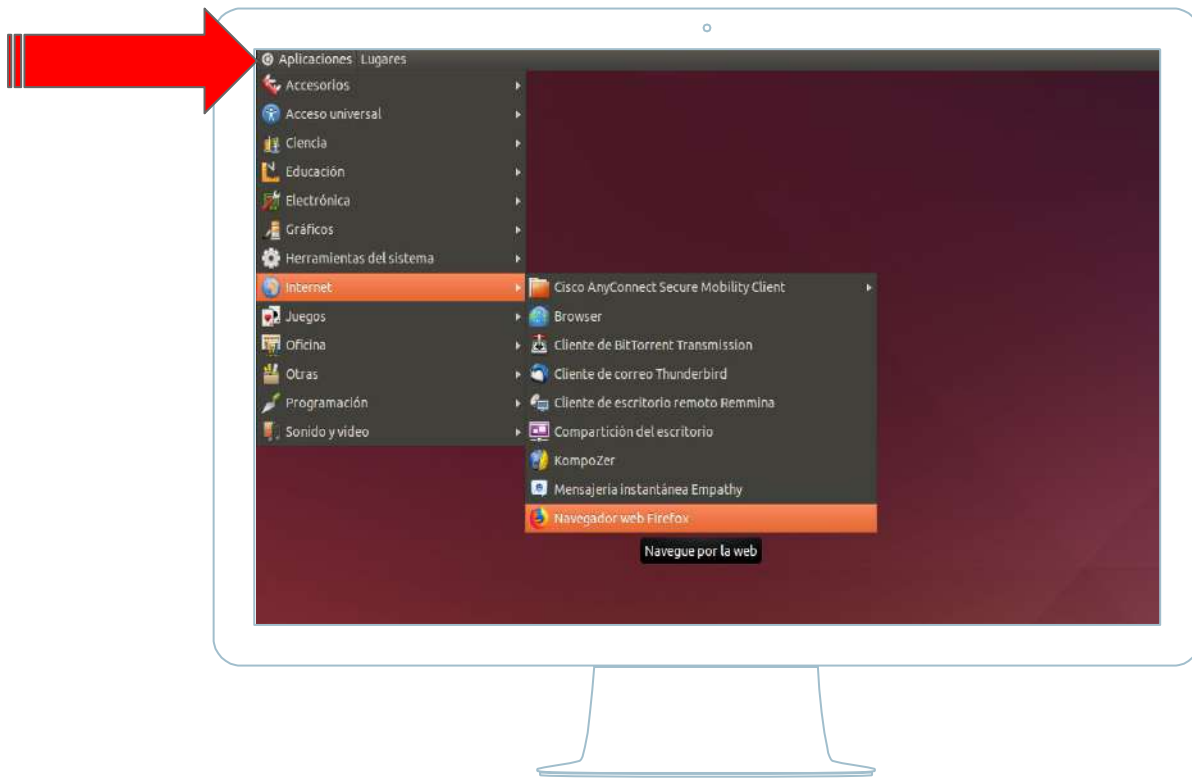
VAMOS A EMPEZAR A USARLO

ENTRAMOS AQUI:

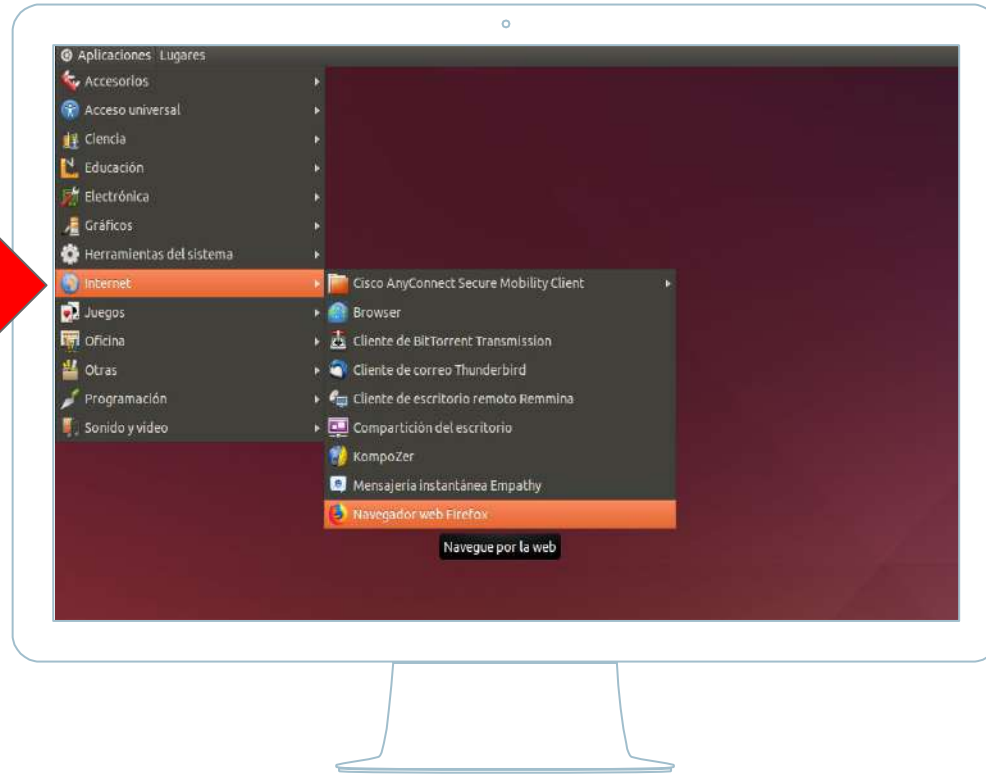
www.codebug.org.uk



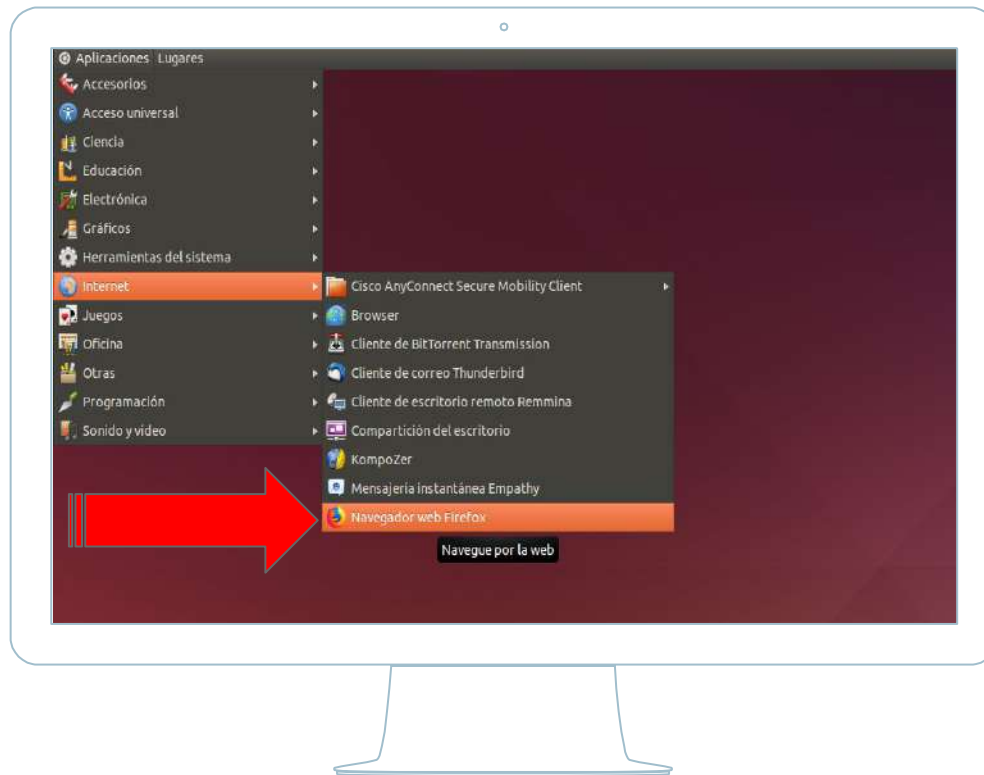
Buscamos este dibujo donde
pone “Aplicaciones”



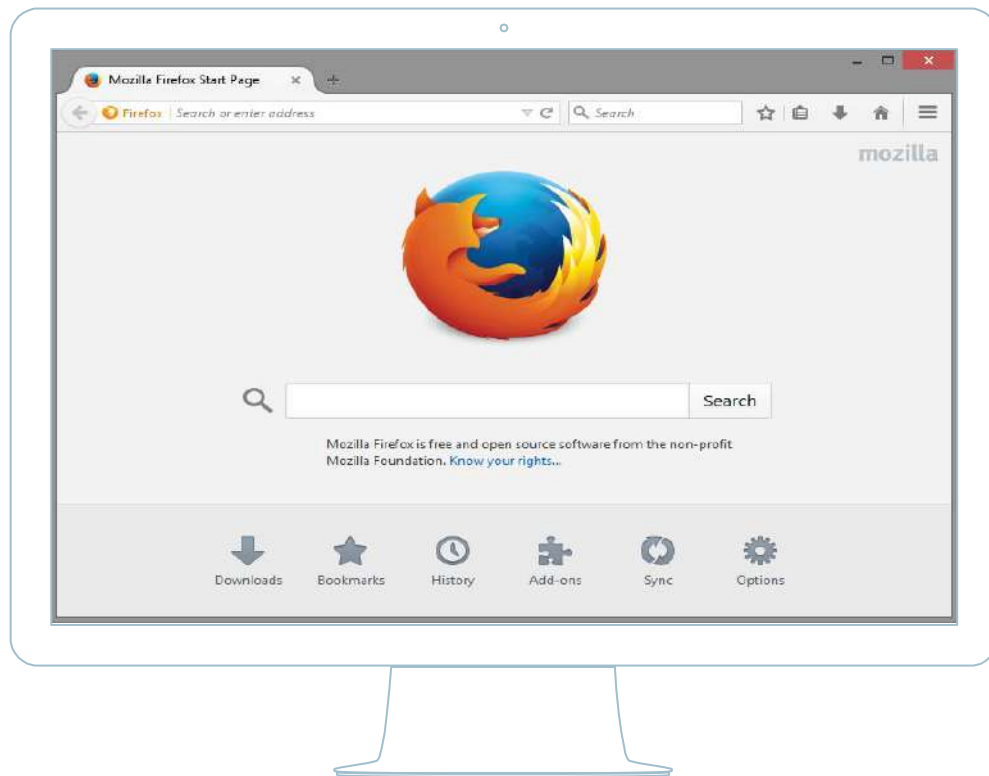
Y pinchamos una vez con el
ratón



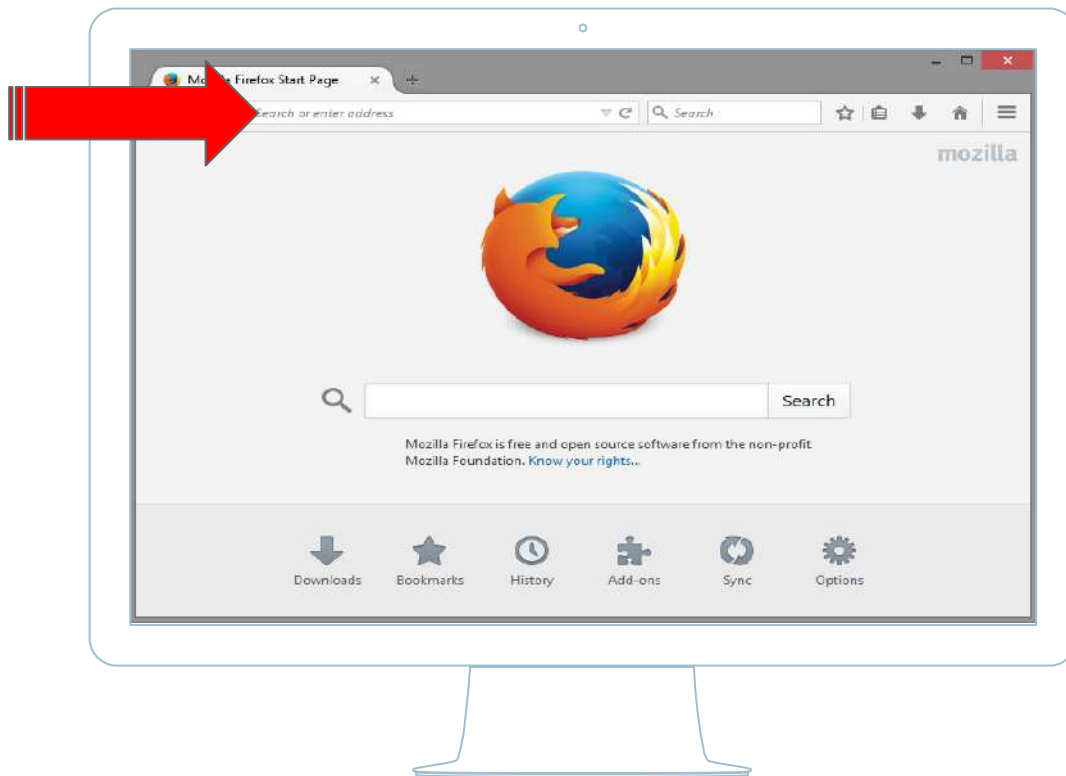
Seleccionamos “Internet”



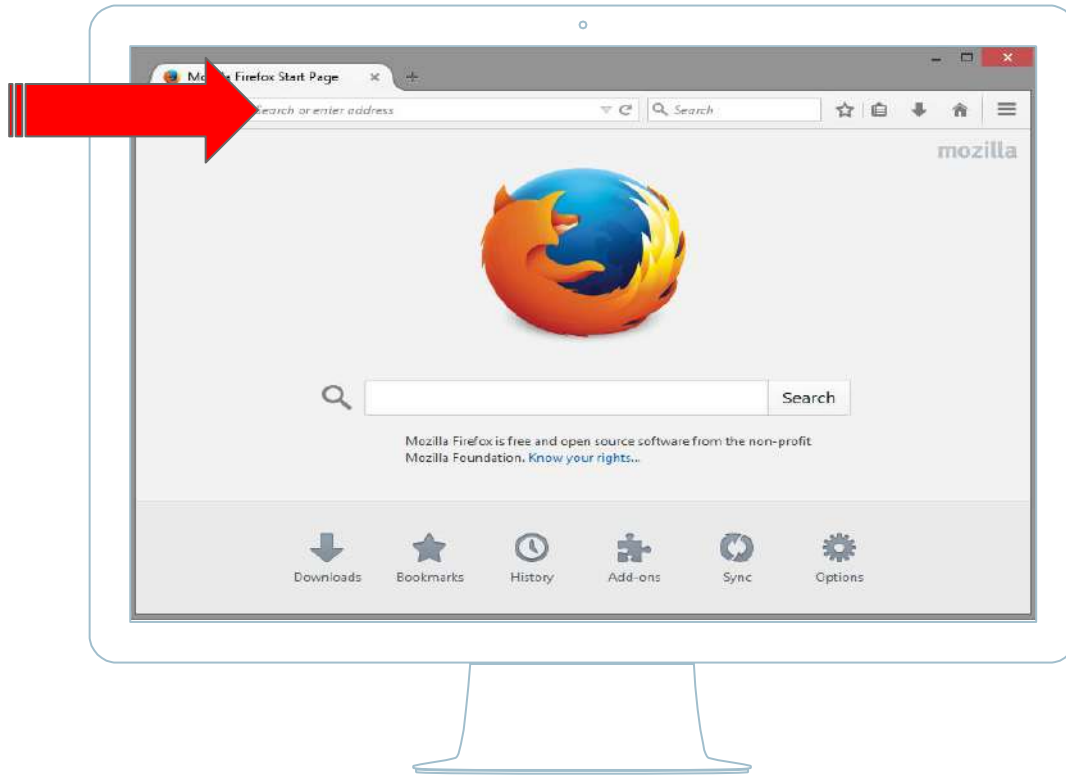
Y por ultimo le damos a la
opción “Navegador Web
Firefox”



Se nos abre un programa



Pinchamos aqui

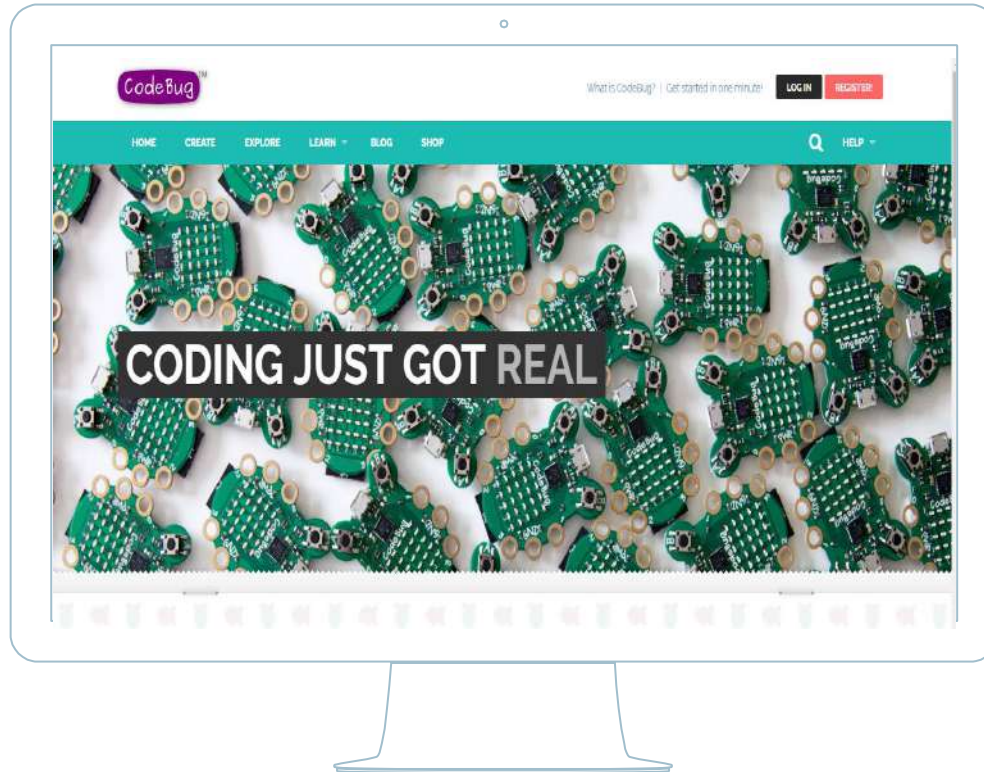


Y escribimos

www.codebug.org.uk



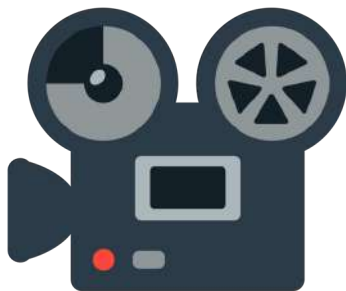
Pulsamos INTRO



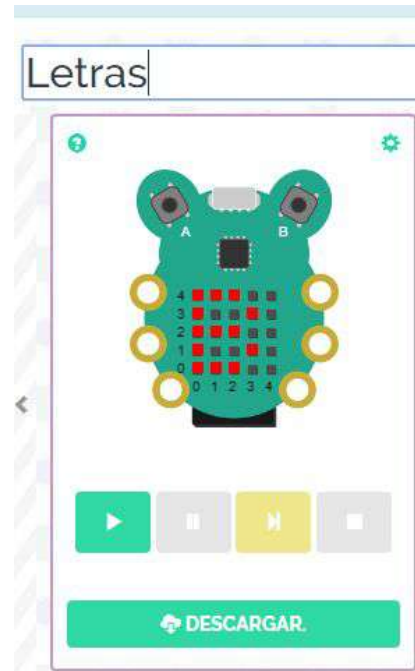
Y ya habremos entrado a la
página de CodeBug!

“

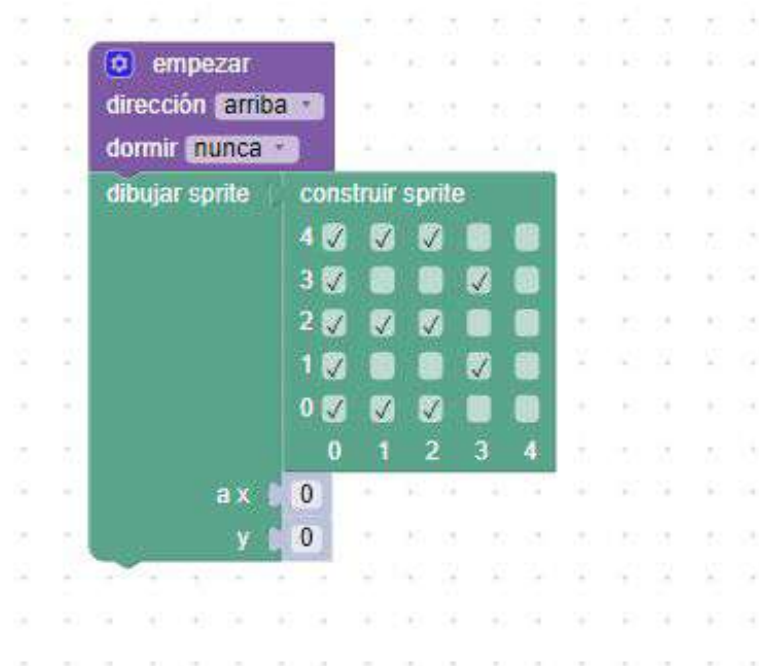
Ahora atentos al proyector



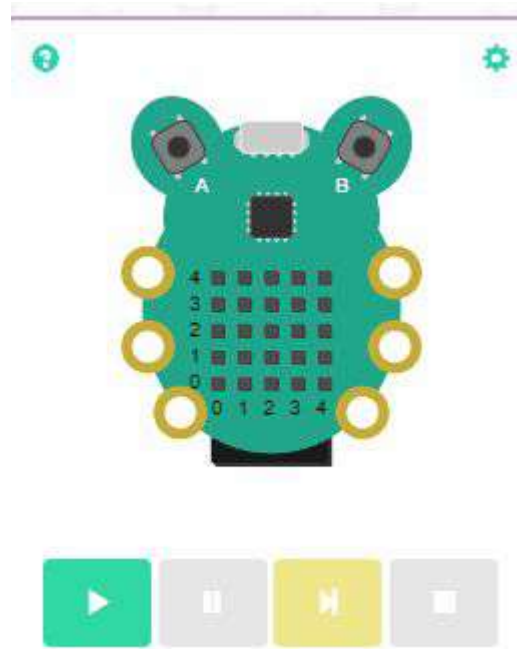
Actividad 1.- Escribir letras con CodeBug



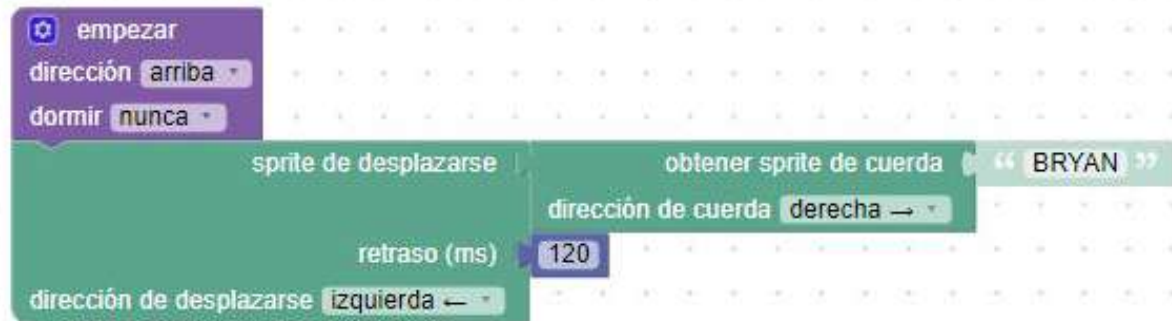
SOLUCIÓN



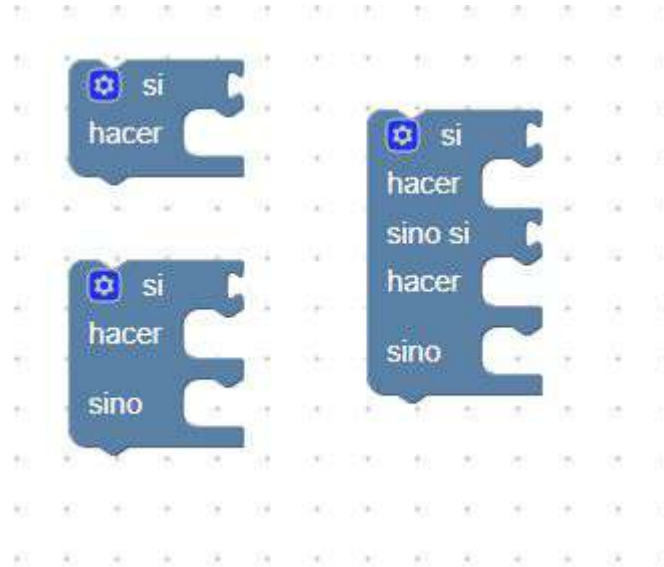
Actividad 2.- Escribir nombre con CodeBug



SOLUCIÓN



Actividad 3.- El más guap@ ¡LAS CONDICIONES!



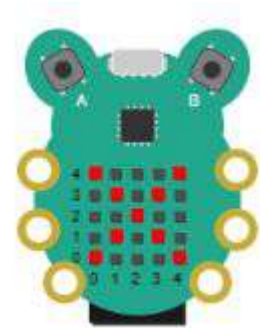
¡LAS CONDICIONES!

Ejemplos



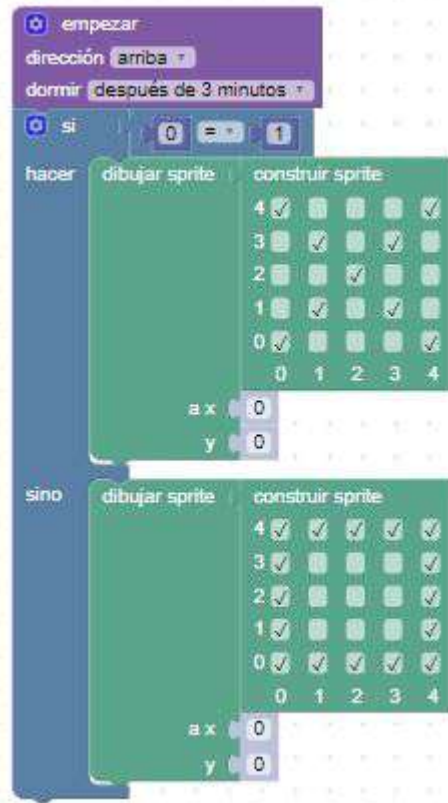
¡LAS CONDICIONES!

Ejemplos



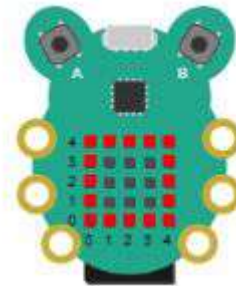
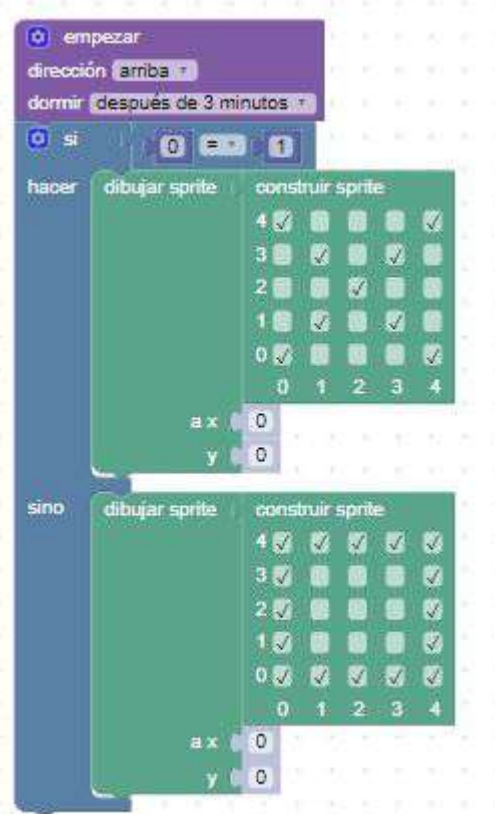
¡LAS CONDICIONES!

Ejemplos



¡LAS CONDICIONES!

Ejemplos



Ahora vosotr@s
¿Que hace este?

1982	1983	81	82	83	84	85	86
1982	1983	81	82	83	84	85	86
1983	1984	82	83	84	85	86	87
1983	1984	82	83	84	85	86	87
1984	1985	83	84	85	86	87	88
1984	1985	83	84	85	86	87	88
1985	1986	84	85	86	87	88	89
1985	1986	84	85	86	87	88	89
1986	1987	85	86	87	88	89	90
1986	1987	85	86	87	88	89	90
1987	1988	86	87	88	89	90	91
1987	1988	86	87	88	89	90	91
1988	1989	87	88	89	90	91	92
1988	1989	87	88	89	90	91	92
1989	1990	88	89	90	91	92	93
1989	1990	88	89	90	91	92	93

AHORA LA ACTIVIDAD

Condiciones:

Si elemento es = a 1

- Bryan es el más guap@

Si elemento es = a 2

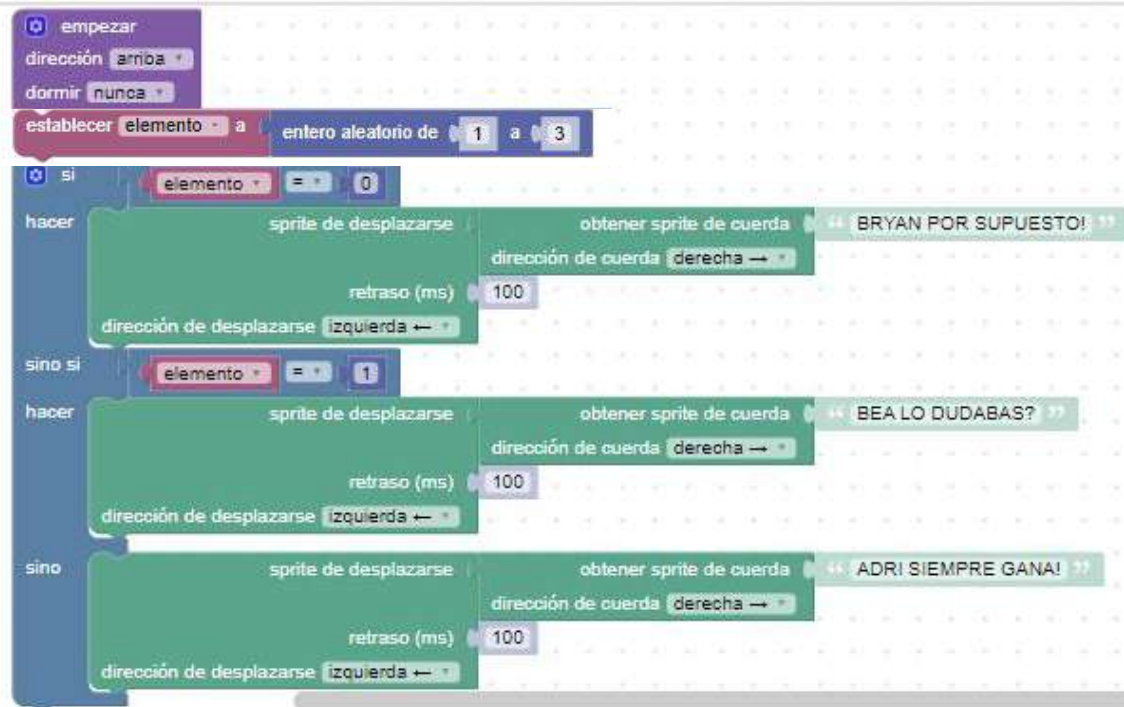
- Bea es la más guap@

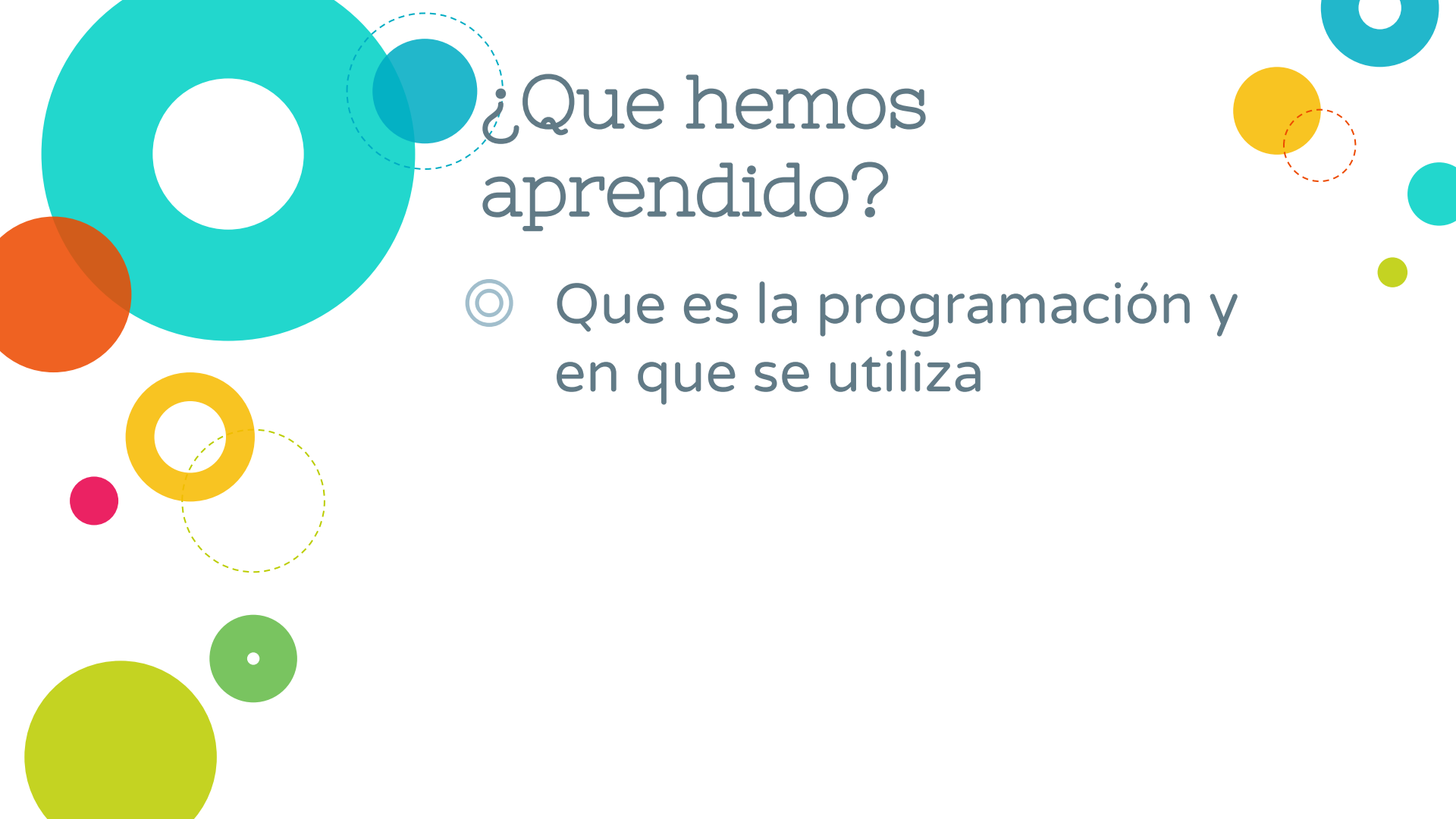
En cualquier otro caso

- Adri es el más guap@



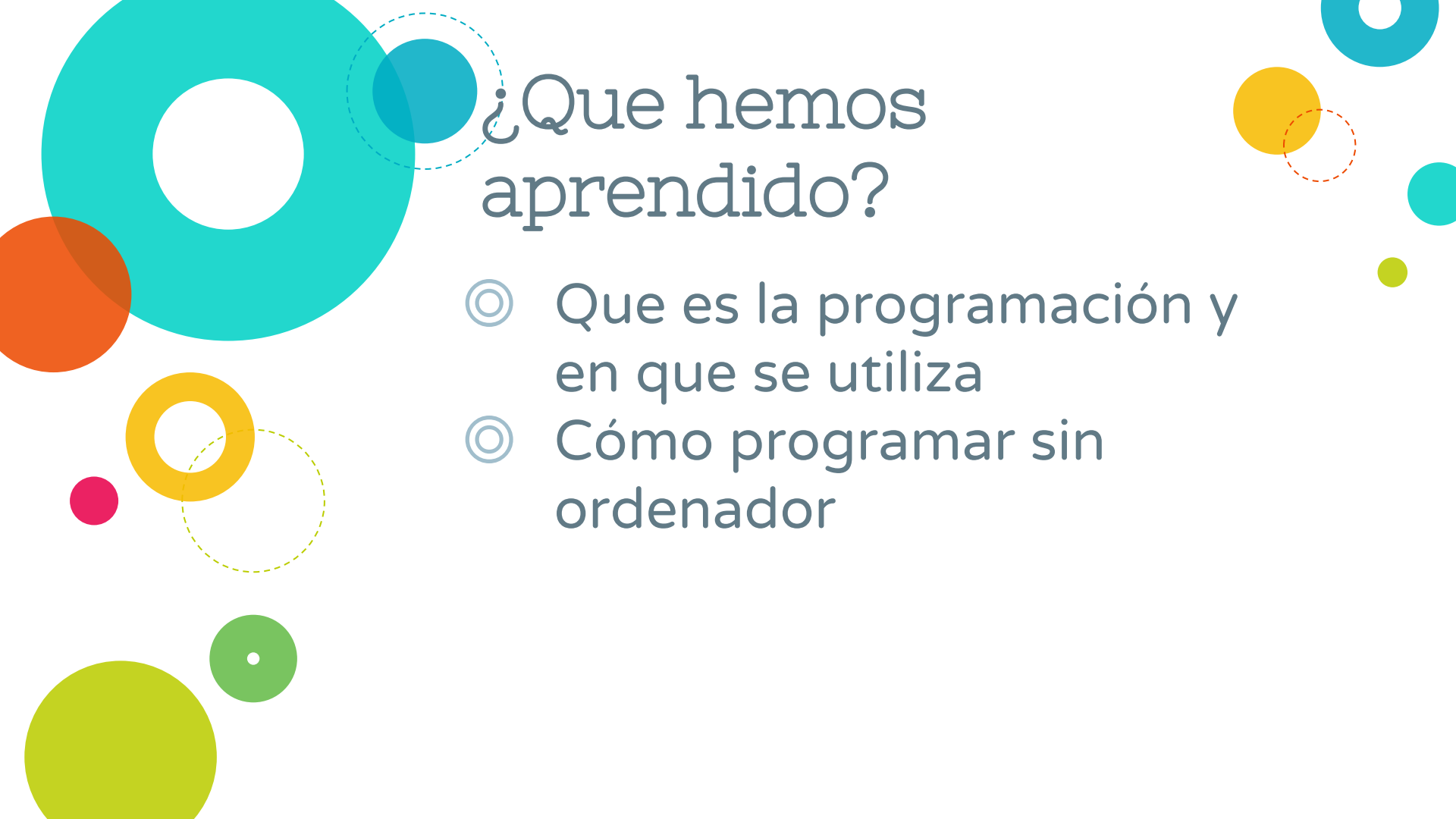
SOLUCIÓN





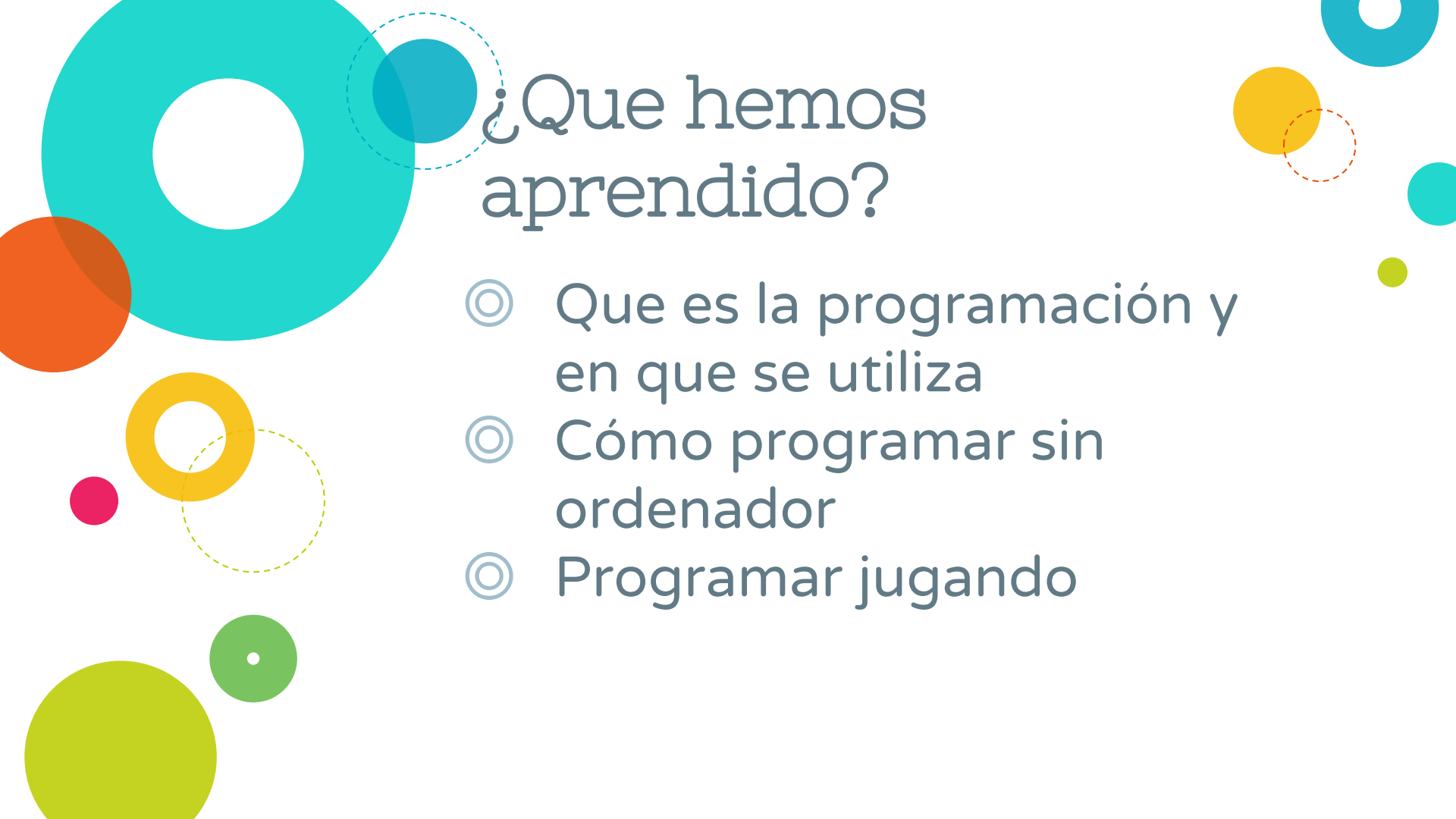
¿Que hemos aprendido?

- © Que es la programación y en que se utiliza



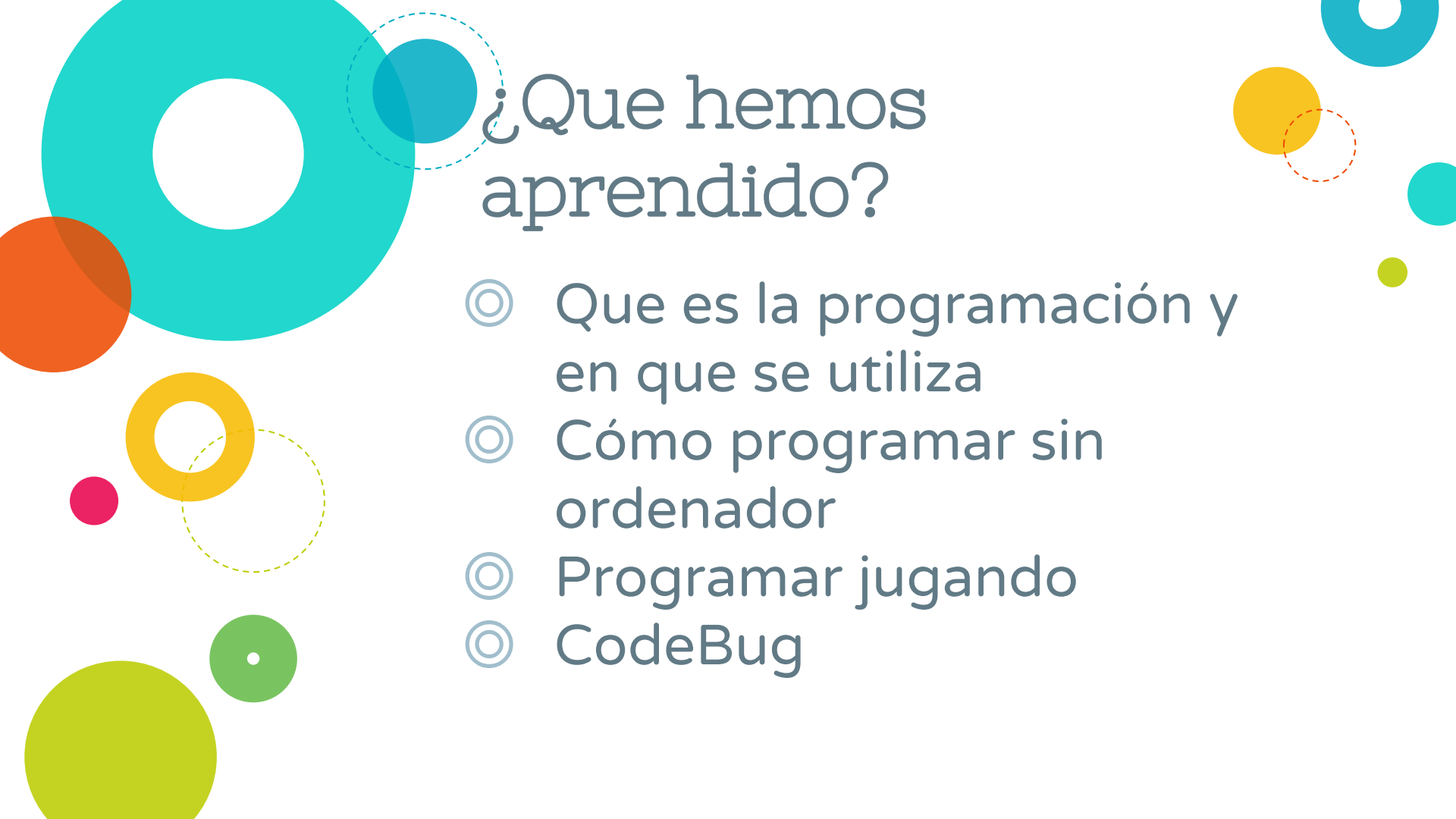
¿Que hemos aprendido?

- ◎ Que es la programación y en que se utiliza
- ◎ Cómo programar sin ordenador



¿Que hemos aprendido?

- ◎ Que es la programación y en que se utiliza
- ◎ Cómo programar sin ordenador
- ◎ Programar jugando



¿Que hemos aprendido?

- ◎ Que es la programación y en que se utiliza
- ◎ Cómo programar sin ordenador
- ◎ Programar jugando
- ◎ CodeBug

Eso es todo!



Nos vemos mañana

