Il "Gioco dello Scienziato" per l'apprendimento del metodo scientifico nella scuola primaria.

Engl. transl.: The "scientist game" for learning the scientific method at primary school

# Keywords

* robotics
* children and robots
* educational experimentation

# Details

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24 primary school students

# Abstract

This learning experience differs from conventional approaches to educational robotics in that, instead of programming a robot, children have to discover how the robot has been programmed, which they do by making hypotheses, designing experiments and evaluating their effectiveness.

# Outcome

This project where children had to explain how a robot was builtallowed to "identify some descriptors, designating as many scientific reasoning skills, which can play a useful role in the qualitative and quantitative evaluation of educational experiences with robots for the development of scientific thinking: - observe;- identify explanatory hypotheses;- make predictions based on a theory;- hypothesize possible results of an experiment;- identify the implications of an experimental result with respect to a certain theory;- identify a set of relevant empirical evidence to evaluate a certain theory;- identify possible alternative explanations of the re-sults of an experiment;- evaluate the adequacy of an experiment;- propose a modification to an experiment. " (Datteri et al., 2015, p.175).