

## Tell the Robot How: Sythesizing a Visual Program

Written by Administrator

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Once learners have developed a basic intuition on solving a problem through "hands-on" exploration, they are encouraged to write a program that will accurately solve the given problem. In other words learners must "tell the computer" how to solve the problem, since a computer cannot provide a solution without stepwise and accurate guidance. The computer in the cMinds learning suite has a "face", it is human-like and demonstrated as a robot. Learners must "tell the robot" how to solve the problem by dragging-and-dropping commands from a toolbox. At the same time, the can receive visual feedback on their efforts through animated demonstrations of the effects of their actions.