

LEARNING OBJECT FOR LINEAR SYSTEMS: SCRATCH IN MATHEMATICS

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ABSTRACT

The Scratch programming language was developed at the Massachusetts Institute of Technology (MIT) and allows the creation of games, animated stories and other interactive programs, through a simple and handy user interface. The use of this language for the Mathematics learning has been analyzed by educators in various contexts. In this scenario, this paper aims to present the learning object (LO) *2x2 Linear.S*, for the study of linear systems, developed using Scratch. Initially, the Scratch language is characterized and its use in Mathematics is discussed. Next, the LO *2x2 Linear.S* is presented. Finally, quality evaluation data of the LO, conducted with students of Information Systems, Bachelor's Degree, are analyzed.

Key Words: Scratch, learning object, linear systems, Mathematics.