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Fly'n'count – bounce counter

This is what my student Aleksander told me about his idea of the project: I came up with the idea when my dad and I were trying to bounce the ball as many times as possible. While we were bouncing the ball and focusing on counting the bounces, the game didn't go well, and when we were focusing on the game, we forgot to count the number of bounces.



The goals of the project were: developing students' IT and technical skills and enhancing problem-solving abilities. The functions of the tool were: counting the number of bounces, recording the ball's acceleration, transmitting data to a mobile phone, displaying records in the app, using programming. My student created a mobile application. He incorporated a special Bluetooth module in the ball, that allows connecting to a phone and counting bounces.

