



IT SYLAEUS

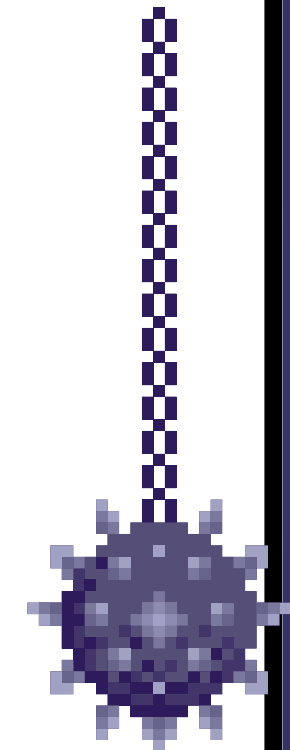
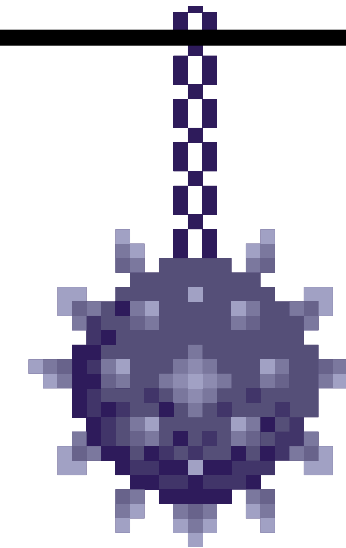
START

IN THIS BIMESTER WERE GOING TO STUDY :

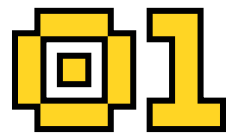
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WE STARTED THE BIMESTER WITH THE
CYCLE 1 AND 2 GOAL: DESIGN AN IMAGE
EXPLAINING A PROBLEM THAT ASKS FOR
THREE NUMBERS AND SHOWS THE SUM, THEIR
PRODUCT, THEIR QUOTIENT AND THEIR
AVERAGE.

- RECOGNIZES THE SIZE OF THE PROBLEM
BY THE AMOUNT OF DATA INVOLVED: SMALL,
MEDIUM, LARGE
- IDENTIFIES THE VARIABLES INVOLVED -
UNDERSTANDS THE PROBLEM.



CYCLE 4 :



Cycle 4 and 5 Goal: Design an image explaining a problem that asks for three numbers and shows the sum, their product, their quotient, remainder and their average.

- Recognizes the domain of the problem: Math, Science, etc.
- Identifies the type of variables involved.
- Understands the problem

Cycle 6:

Cycle 7 and 8 Goal: Design an image explaining a problem that asks for numbers and shows the sum, its product, its quotient, remainder, its average and indicates if it is even or odd.

- Recognizes the complexity of the problem: simple or complex
- Identifies the complexity of the variables involved
- Understands the problem





THANKS
YOU