Digital games in physics teaching: the study of a nuclear power plant through scratch

Jaqueline Sales da Mata
Federal Institute of Education, Science and Technology of Amazonas

Miguel Bonafe Barbosa
Federal Institute of Education, Science and Technology of Amazonas

ABSTRACT
This study presents a game developed through the Scratch programming language, making it possible to be an educational support tool for the teacher. In an increasingly technological world, it is natural that this resource can also be inserted in schools, however, teachers need pedagogical tools to help them in the classroom. Thus, the objective of this work was to develop, using Scratch, a quiz that could facilitate the study of nuclear energy production. For this, the work was developed in three moments: 1) a bibliographic survey was carried out to evaluate how Scratch is used in physics teaching; 2) preparation of a script containing which aspects would be addressed and the story behind the game; 3) a question and answer game was programmed using Scratch. The contribution of this work will support teachers during the preparation of classes for basic education. It is also expected to contribute to the awareness of nurses about the risks of the disease and how it can be prevented since they are multiplier agents of the education and health of the population.

Keywords: Nuclear Energy, Scratch, scratch, scratch, Technological Resources, Programming.