

# Objectives of this session

Aim: Introduce pedagogical themes that will be useful for the teaching of art and design using programming and particularly that will be exemplified in the next session


Learning objectives:

1. Know about Pedagogical Content Knowledge (PCK)
2. Know about Semantic Waves
3. Know about PRIMM (and some of the underlying theories)

RAG your current knowledge of each.

# Predict

```
void draw()  
{  
  background(255);  
  fill(255,0,0);  
  ellipse(50, 50, 80, 80);  
  fill(0,255,0);  
  ellipse(50,50,60,60);  
  fill(0,0,255);  
  ellipse(50,50,40,40);  
}
```

PredictRunInvestigateModifyMake