# Lesson 5 Plan

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| Topic: | 5 – Finishing off the “Chase game” |
| Subject Area: | Python (via Pytch) |
| Class |  |
| Duration (approx.) | 40 Minutes |
| Prior knowledge of students: | Basic computer skills (follow provided link). Some prior exposure to Scratch beneficial but not essential. Previous lessons in series. |

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| Python through Pytch exercise | |
| Activity name: | Complete making a Pytch game |
| Activity objective(s): | Learning about Booleans, Python conditions (“if”) and Pytch touching sense methods. Finishing off the creation of your Pytch playable game! |
| **Activity details**  Timing and content   |  |  | | --- | --- | | Time (minutes) | Section | | 4 | Booleans, Pytch touching sense methods, Python conditions (Video) | | 6 | Predict (pair work, worksheet 1) | | 3 | Run (pair work, worksheet 1) | | 12 | Investigate (pair work, worksheet 2) | | 14 | Modify/Make (pair work, worksheet 3) | | 1 | Recap |   Pedagogy   |  |  | | --- | --- | | Predict | Using ‘if’ conditions to make a decision in a Sprite | | Run | Verifying understanding by running pre-supplied project | | Investigate | Investigating the properties of Booleans, conditions, and programming style via prompted questions (slide 7/worksheet 2) | | Modify and Make | Confirming understanding via prompted tasks (slide 8/worksheet 3) |   Differentiation   |  |  | | --- | --- | | Worksheet 1 | Recognise program elements (statements, declarations). Predict program behaviour, recognise how actual program may vary | | Worksheet 2 | Understand elements of syntax and statement sequencing | | Worksheet 3 | Create a new program as a modification of an existing program. |  |  |  | | --- | --- | | Equipment required | Computer with internet connection | | Links | <https://pytch.org/app/lesson/cslinc/5> | | |