

Lesson 6 Plan

Topic:	6 – Starting “catch the apple” 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.

Python through Pytch exercise	
Activity name:	Starting a new game with two sprites
Activity objective(s):	Learn about another way to move Sprites in Pytch, and think about waiting for events or checking in our own code. Learning about nesting conditions in Python and about some operators for doing calculations
Activity details	
Timing and content	
Time (minutes)	Section
9	Pytch movement with sense method, Python nested condition, Python if statement with operators
6	Predict (pair work, worksheet 1)
3	Run (pair work, worksheet 1)
10	Investigate (pair work, worksheet 2)
10	Modify/Make (pair work, worksheet 3)
2	Recap
Pedagogy	
Predict	Creating the Bowl and Apple Sprites, moving the Bowl with the sense method and nested conditions, moving the Apple with while True loop
Run	Verifying understanding by running pre-supplied project
Investigate	Investigating aspects of Python and Pytch via prompted questions (slide 7 / worksheet 2)
Modify and Make	Confirming understanding via prompted tasks (slide 8 / worksheet 3)
Differentiation	
Worksheet 1	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/sbys/6