

## Lesson 3 Plan

|                              |  |
|------------------------------|--|
| Topic:                       | 3 – Adding repeating behaviour to Pytch programs using loops. Working with random numbers to make variability.                         |
| 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:                | Continuing the Chase Game from Lesson 2.   |
| Activity objective(s):        | Continue to build a Pytch project with more complexity.<br>Add a new sprite, add additional behaviour with infinite loops and random numbers.  |
| <b>Activity details</b>       |  |
| Timing and content            |  |
| Time (minutes)                | Section  |
| 6                             | Pytch and Python main ideas: multiple sprites, while true loops, random numbers  |
| 5                             | Predict (pair work, worksheet 1)   |
| 3                             | Run (pair work, worksheet 1)   |
| 12                            | Investigate (pair work, worksheet 2)   |
| 12                            | Modify/Make (pair work, worksheet 3)   |
| 2                             | Recap  |
| <b>Pedagogy</b>               |  |
| Predict                       | Understand a multiple-sprite program which has repeating behaviour and uses random numbers   |
| Run                           | Verifying understanding by running pre-supplied project  |
| Investigate                   | Investigating aspects of Python syntax, while true loops and generation of random numbers via prompted questions (slide 9 / worksheet 2)   |
| Modify                        | Confirming understanding via prompted tasks: using random numbers to make the sprite begin the movement from a random position and move around the stage unpredictability (slide 10 / worksheet 3) |
| Make                          | (extension activity) — independently add a third sprite with different looks and behaviour   |

## Differentiation

|             |   |
|-------------|---|
| Worksheet 1 | Recognise program elements (statements, declarations). Predict program behaviour, recognise how actual program may vary |
| Worksheet 2 | Understand elements of syntax and while true loops  |
| Worksheet 3 | Create new programs as a modification of an existing program.   |

|                    |   |
|--------------------|---|
| Equipment required | Computer with internet connection   |
| Links              | <a href="https://pytch.org/app/lesson/sbys/3">https://pytch.org/app/lesson/sbys/3</a> |