# Lesson 7 Plan

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| Topic: | 7 — Finishing off the “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. |

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| Python through Pytch exercise | |
| Activity name: | Complete making the fruit-catching game |
| Activity objective(s): | Learning about nesting while loops and about switching costumes. Learning to apply these ideas in extending the fruit-catching game. |
| **Activity details**  Timing and content   |  |  | | --- | --- | | Time (minutes) | Section | | 8 | Pytch Costumes, switch costume method | | 5 | Predict (pair work, worksheet 1) | | 2 | Run (pair work, worksheet 1) | | 12 | Investigate (pair work, worksheet 2) | | 11 | Modify/Make (pair work, worksheet 3) | | 2 | Recap |   Pedagogy   |  |  | | --- | --- | | Predict | Game scoring, switch costume, touching sense condition and “while” with operators | | Run | Verifying understanding by running pre-supplied project | | Investigate | Investigating aspects of Python and Pytch via prompted questions (slide 7 / worksheet 2) | | Modify | Confirming understanding via prompted tasks (slide 8 / worksheet 3) | | Make | (extension activity) — changing score assignment rules and Sprite costumes “frequency” |   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/7> | | |