

Lesson 5 Plan

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.

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>