Lesson 4 Plan

Topic:	4 — The "Chase Game": introducing Variables
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 3, adding variables.
Activity objective(s):	Learning about Python variables. Learning how to make programs using variables and how to change program behaviour by calculating new values for variables.

Activity details
Timing and content

Time (minutes)	Section
10	Python variables.
4	Predict (pair work, worksheet 1)
2	Run (pair work, worksheet 1)
10	Investigate (pair work, worksheet 2)
12	Modify/Make (pair work, worksheet 3)
2	Recap

Pedagogy

Predict	Predict "speed" variable behaviour within the "Chase Game" project
Run	Verifying understanding by running pre-supplied project
Investigate	Investigating variables via prompted questions (slide 9 / worksheet 2)
Modify and Make	Confirming understanding via prompted tasks with focus on variables (slide 10 / worksheet 3)

Differentiation

Worksheet 1	Predict variables' behaviour in an existing program
Worksheet 2	Understand and investigate variables
Worksheet 3	Modify an existing program using variables

Equipment required	Computer with internet connection
Links	https://pytch.org/app/lesson/sbys/4