

Lesson 7 Plan

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.

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