# Lesson 4 Plan

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| 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. |

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| 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> | | |