

## Lesson 2 Plan

Topic:	2 – Making the first Pytch game – Starting 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. Pytch lesson 1.

Python through Pytch exercise	
Activity name:	Learning how to create and run a Pytch project
Activity objective(s):	Introduce the basics of Pytch projects. Get students experimenting with Python programs that control Pytch sprites and display text.
<b>Activity details</b>	
Timing and content	
Time (minutes)	Section
6	Pytch and Python main ideas
7	Predict (pair work, worksheet 1)
2	Run (pair work, worksheet 1)
13	Investigate (pair work, worksheet 2)
9	Modify/Make (pair work, worksheet 3)
2	Recap
Pedagogy	
Predict	Sprite and Stage. Using change_x and change_y to move the sprite and set_size to change its size.
Run	Verifying understanding by running pre-supplied project
Investigate	Investigating the movements on the stage, the sprite resize and programming style via prompted questions (slide 7 / worksheet 2)
Modify	Confirming understanding via prompted tasks (slide 8 / worksheet 3)
Make	(extension activity) — add a new backdrop and new scripts in Sky (the Stage)
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	<a href="https://pytch.org/app/lesson/sbys/2">https://pytch.org/app/lesson/sbys/2</a>