

## Lesson 6 Plan

|                              |  |
|------------------------------|--|
| Topic:                       | 6 – Starting “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:                | Starting a new game with two sprites  |
| Activity objective(s):        | Learn about another way to move Sprites in Pytch, and think about waiting for events or checking in our own code. Learning about nesting conditions in Python and about some operators for doing calculations |
| <b>Activity details</b>       |   |
| Timing and content            |   |
| Time (minutes)                | Section   |
| 9                             | Pytch movement with sense method, Python nested condition, Python if statement with operators   |
| 6                             | Predict (pair work, worksheet 1)  |
| 3                             | Run (pair work, worksheet 1)  |
| 10                            | Investigate (pair work, worksheet 2)  |
| 10                            | Modify/Make (pair work, worksheet 3)  |
| 2                             | Recap   |
| Pedagogy                      |   |
| Predict                       | Creating the Bowl and Apple Sprites, moving the Bowl with the sense method and nested conditions, moving the Apple with while True loop   |
| Run                           | Verifying understanding by running pre-supplied project   |
| Investigate                   | Investigating aspects of Python and Pytch via prompted questions (slide 7 / worksheet 2)  |
| Modify and Make               | Confirming understanding via prompted tasks (slide 8 / worksheet 3)   |
| 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              | <a href="https://pytch.org/app/lesson/sbys/6">https://pytch.org/app/lesson/sbys/6</a> |