

Lesson Plan

Teacher	[AA]	Date	00/00/00	Period	0	Class	9AA
No. pupils	00	SEN	0	G&T	0		

Project title	Sequencing Instructions
Context of project	During this unit, pupils will learn how to write sequenced instructions in order to control a computer program called LOGO. They will learn to write simple procedures which will control tasks. They will use their knowledge in order to replicate early 8-bit computer game images.
Lesson No.	Lesson 2
Learning Objectives	<p>To be able to write simple instructions in order to control the movement of a turtle on the screen</p> <p>To be able to write simple procedures which make use of a sequence of instructions</p> <p>To understand the importance of writing the exact instructions required by the computer program</p>
Learning Outcomes	<p><i>All pupils will:</i> write simple instructions to move the turtle around the screen</p> <p><i>Most pupils will:</i> write a simple procedure to make a basic shape</p> <p><i>Some pupils will:</i> use a number of procedures to create more complex shapes</p>
Key Terms for this project	Flowchart, sequencing instructions, process, action, decision, procedure

Starter	<p>Starter.ppt – instructions are provided on the starter</p> <p>Once finished, discuss the activity with students.</p> <p>Was it easy/ hard?</p> <p>Were the clarity of instructions important?</p> <p>Was it important that instructions were broken down into small steps?</p> <p>Link this back to the work they did last week.</p>	10 mins
Main activity	<p><u>Teacher introduction</u></p> <p>Explain to students that they are going to be writing simple programming instructions to control what happens on the computer screen. Ask how many students made a ‘floor turtle’ or ‘roamer’ move forwards and backwards at primary school . Explain that they will be controlling the movement of a ‘turtle’ on the computer screen by writing instructions.</p> <p>Explain that it is important that they learn to write the correct instructions, otherwise the ‘turtle’ won’t know what to do.</p> <p><u>Demonstration of LOGO</u></p> <p>Show students how to open up LOGO. Show them the input box where</p>	<p>5 mins</p> <p>5 mins</p>

	<p>they will write commands. Demonstrate simple instructions such as FD and BK. Demonstrate what happens when an incorrect instruction is written. Show students how to access 'logo instructions.doc' from the shared area or VLE or give them a printed copy. Explain that they should work carefully through each task, making sure that they understand the instructions they have written before they go onto the next task.</p> <p><u>Individual task</u> Students should log onto the network, open LOGO and access the 'logo instructions.doc' They should begin to work through the tasks.</p> <p>Teacher to provide help and assistance as required.</p>	35 mins
Plenary	Lesson summary square. Use student's comments to help you assess what they have learned and their understanding of the concepts from this lesson.	5 mins
Extension	Invent their own shapes and write suitable procedures to improve the efficiency of drawing those shapes.	
Homework	Use the internet and find at least one LOGO command that is new to them and think about how they could use this command in their own work.	20 mins
Software required for this lesson	<ul style="list-style-type: none"> • Microsoft Office applications (or other suitable alternative) • MSW LOGO 	
Resources required for the lesson	<ul style="list-style-type: none"> • Squared paper – or if none available, blank paper • Starter.ppt • LOGO instructions.doc – either printed or available electronically • Maze.bmp (in shared area) • Lesson summary square 	

You may:

- Guide teachers or students to access this resource from the teach-ict.com site
- Print out enough copies to use during the lesson

You may not:

- Adapt or build on this work
- Save this resource to a school network or VLE
- Republish this resource on the internet

A subscription will enable you to access an editable version and save it on your protected network or VLE