

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 3
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 a simple procedure to make a basic shape</p> <p><i>Most pupils will:</i> use a number of procedures to create more complex shapes</p> <p><i>Some pupils will:</i> design their own shapes and write accurate and efficient procedures in order to recreate them.</p>
Key Terms for this project	Flowchart, sequencing instructions, process, action, decision, procedure

Starter	<p>Sequencing instructions.doc</p> <p>Students should work in pairs to sort instructions into the correct procedures for drawing the shapes indicated.</p> <p>Go through the correct answers with the class.</p>	5mins
Main activity	<p><u>Teacher introduction</u></p> <p>Ask students to remind you about what they did last lesson.</p> <p>Ask who has remembered to bring the URLs for the research that they did for homework. Display some examples of the examples of LOGO art work they found on the board. Ask students for their thoughts on the work they have seen.</p> <p><u>Paired instructions</u></p> <p>Remind students how to access the LOGO instructions.doc. Explain that they should continue to work through the task sheet.</p>	<p>7.5 mins</p> <p>2.5 mins</p>

	<p><u>Individual task</u> Students should log onto the network, open LOGO and access the 'logo instructions.doc' They should continue working through the tasks in the booklet.</p> <p>Teacher to provide help and assistance as required.</p>	40 mins
Plenary	In pairs, ask students to think about how they could use the LOGO software in other subjects. What sort of tasks could be performed? Feedback ideas to the class.	5 mins
Extension	Using the following site, follow some of the 'going further' techniques http://www.amblesideprimary.com/ambleweb/logo/logo.htm using the following site, follow some of the 3D logo techniques: http://www.amblesideprimary.com/ambleweb/logo/3d.htm	
Homework	Homework lesson 3 – available in an electronic format for students.	20 mins
Software required for this lesson	<ul style="list-style-type: none"> • Microsoft Office applications (or other suitable alternative) • MSWLOGO 	
Resources required for the lesson	<ul style="list-style-type: none"> • Sequencing instructions.doc (starter) • LOGO instructions.doc – either printed or available electronically • Maze.bmp (in shared area) • Homework lesson 3.doc 	

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