

Lesson Plan

Class	16 Pupils KS3 Unit 6 Year 7	Time	Periods 2 & 3 09.35 11.45	Date	October 2, 2001	Room	11
Topic	Control – Input, Process and Output						
Aims	To translate plans into specific procedures						
Learning Objectives						Outcomes & Assessment	
All	<ul style="list-style-type: none"> All pupils should be able to recognise and use the basic Logo commands. All pupils should be able to set out a simple plan of a house on paper to be converted into Logo instructions for the drawing of a house. 					<ul style="list-style-type: none"> Written notes. Discuss the basic Logo commands. Read through the information sheet and check understanding. 	
Most	<ul style="list-style-type: none"> Most pupils should be able to devise a set of instructions to be used in Logo for the simple drawing of a house. Most pupils should be able to make use of colour to make the Logo drawing more interesting. 					<ul style="list-style-type: none"> Written notes. Participation in brainstorm. Evidence will be apparent in later work. 	
Some	<ul style="list-style-type: none"> Some pupils may progress to writing simple procedures and sub-procedures to be called by a main program. Some may add additional features to the Logo drawing with the use of additional procedures. 					<ul style="list-style-type: none"> Written notes. Participation in brainstorm. Written evaluation of the Logo procedures. 	
Key Questions	<ol style="list-style-type: none"> What are the basic Logo commands? How does a procedure begin and end. How could Logo code be reduced and tidied. 						
Resources	<ul style="list-style-type: none"> Pupils should bring their workbooks and printed notes from last week. Graph paper for drawing and planning. PC with Logo software. 						
Link with SOW	Key Stage 3 Unit 6 Year 7 Week 4, Lesson 2.						
Links with previous lesson	Last lesson; Pupils learned about control the purpose of computer languages and their usages.						

Time	Pupil activity	Teacher activity	Resources
09.35 – 09.55	<ul style="list-style-type: none"> • Pupils enter, sit at desks and prepare for the lesson. • Pupils make a note of the basic commands. 	<ul style="list-style-type: none"> • Register. • Introduction to lesson. • Hand out graph paper. 	<ul style="list-style-type: none"> • Register • Paper • Board • Marker
09.55 – 10.15	<ul style="list-style-type: none"> • Login on to PC • Start, Programs, LOGO. • Pupils experiment with the basic commands. 	<ul style="list-style-type: none"> • Observe and assist pupils with their experimentation. 	<ul style="list-style-type: none"> • PC and Logo software package. • Notes.
10.15 – 10.45	<ul style="list-style-type: none"> • Pupils to draw a simple house. • Brainstorm a method of drawing a house using LOGO. 	<ul style="list-style-type: none"> • Move around each group and ensure that they know what they are doing. 	<ul style="list-style-type: none"> • Graph paper.
10.45 – 11.35	<ul style="list-style-type: none"> • Pupils to try out their Logo procedures. • Pupils to make use of additional Logo features. • Pupils to improve upon their Logo code. 	<ul style="list-style-type: none"> • Assist and encourage pupils. • Observe pupil activities and decide upon points that require further emphasis. 	<ul style="list-style-type: none"> • PC and Logo software. • Graph paper. • Notes.
11.35 – 11.45	<ul style="list-style-type: none"> • Pupils to save their work and shut down the computers. • Pupils to sit back at their desks. 	<ul style="list-style-type: none"> • Help where necessary. • Re-cap the main points of the lesson. 	<ul style="list-style-type: none"> • Note books.
Homework/extension to next lesson	<ol style="list-style-type: none"> 1. Finish basic Logo code. 2. Add additional procedures for additional features to the Logo drawing. 3. Suggest ways that the code could be improved and try these out. 		