

PGCE IT 2001-2002: Lesson plan pro-forma

Topic	Logo	Date	19 th October
Title	Introduction to Logo	Time	60 mins
Class	Year 8	Room	
Lesson no <u> 1 </u> in a sequence of <u> 4 </u> lessons			

Aim

Understanding Logo as a control programme

Learning Objectives

All	Understand how the control programme works know how to use the basic commands in Logo.
Most	Will be able to use the software package Issue basic instructions to the turtle Will create different shaped polygons using Logo
Some	Will write procedures and variables

Key Questions

How does the turtle move and turn?
How can we tell the turtle to stop drawing?
How do we save the commands?

Resources

PC's
Logo Software
Worksheets
whiteboard

Links with IT NC/GCSE

2b, 4b, 5d

Link with previous lesson

1st lesson

Time	Pupil Activity	Teacher Activity	Resources
0-5min	Sit down quietly and wait for instructions.	Monitor entry to classroom. Instruct students to settle down quickly.	Whiteboard
5-10 mins	Listen quietly.	Brief introduction of the control prog. Explain the objectives of today's lesson.	
5- 15 mins	Student will stand in the class and follow instructions I give out. The rest of the class will observe and take turns to issue further instructions. Log on and start prog.	Pick out some students to demonstrate what control is. Issue instructions. For eg move forward 10 steps, turn 90 degrees etc.	Whiteboard Worksheets
20 mins	Work from worksheets	Instructions to log on to software prog. Give out worksheets Goes around the class helping anyone who needs assistance	
5mins	Students log off and listen.	Summing up of lesson Discuss common mistakes. Set homework	
Homework/extension to next lesson		Continue working from worksheets	
Differentiation - alternative activities		Those working at a faster pace can help others who are struggling.	

