

**PGCE IT 2001-2002: Lesson plan pro-forma – Stuart McTiernan**

Topic: Logo	Date: 15 October 2001
Title: Introduction to control with Logo	Time: 60 mins
Class: Year 8	Room: IT Suite
Lesson no <b>1</b> in a sequence of <b>5</b> lessons	

**Aim**

To introduce students to the principles of control and programming using Logo
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**Learning Objectives**

All	Understand that computers are basically 'stupid' and will only do <b>exactly</b> as they are told Understand that logo is a programming language and its significance in ICT and to their learning Know the basic commands for controlling the Logo turtle
Most	Ability to use basic logo commands to begin to control the Logo turtle
Some	Guide Logo turtle through a basic maze

**Key Questions**

Why are computers 'stupid'?
What happens if I spell the word 'forward' wrongly?
What is the similarity between operating a computer game and using Logo?

**Resources**

PC's
Logo software
Blindfold
Instructions to the class
Homework worksheet

**Links with IT NC/GCSE**

2b, 4b, 5d

**Link with previous lesson**

N/A

<b>Time</b>	<b>Pupil Activity</b>	<b>Teacher Activity</b>	<b>Resources</b>
5 mins	Follow instructions handed out to them outside the classroom – includes a deliberate mistake	Watch class	Instructions written on strips of paper
5 mins	Answer questions	Discuss how class followed out instructions and how this would differ from a computer	
5 mins	Watch, listen & ask questions	Introduce logo and the learning objectives for the session. Discuss the wider picture including the similarity in operating Logo with operating a computer game	
10 mins	One student volunteers to become the class robot and classmates take turns in directing their blindfolded colleague to different parts of the room	Watches, makes suggestions and discusses activity	Blindfold
10 mins	Watch, listen & ask questions	Demonstration of basic logo commands - forward, back, left & right  Discuss common mistakes such as spelling or spacing	PC, Smart Board, Whiteboard
15 mins	Working in pairs, students take turns in	Helps students having problems and suggests	

	using the commands in Logo to make the turtle go in the direction suggested by their partner	more demanding activities for those finding the task easy	
10 mins	Watch, listen & ask questions	Summary of lesson and setting of homework	Worksheet
Homework/extension to next lesson		Everybody to write on the worksheet the commands needed to negotiate a very basic maze	
Differentiation - alternative activities		Some students asked to try and write the commands to draw basic shapes e.g square, rectangle etc.	