



**NO ONE
LEFT BEHIND**

Teacher Training: Lesson 2

Applying Pocket Code to subject area: RE Year 9

Grant Agreement number: 645215
Project title: No One Left Behind
Funding Scheme: Innovation Action

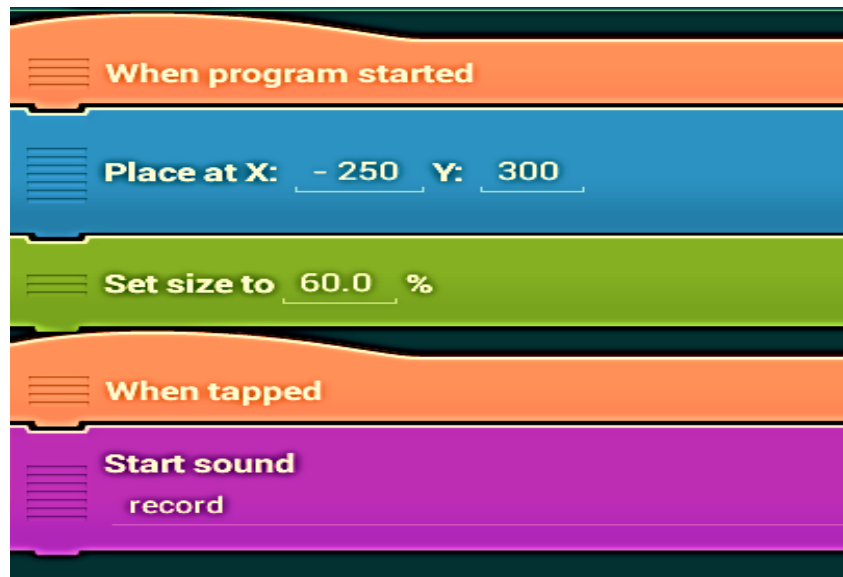
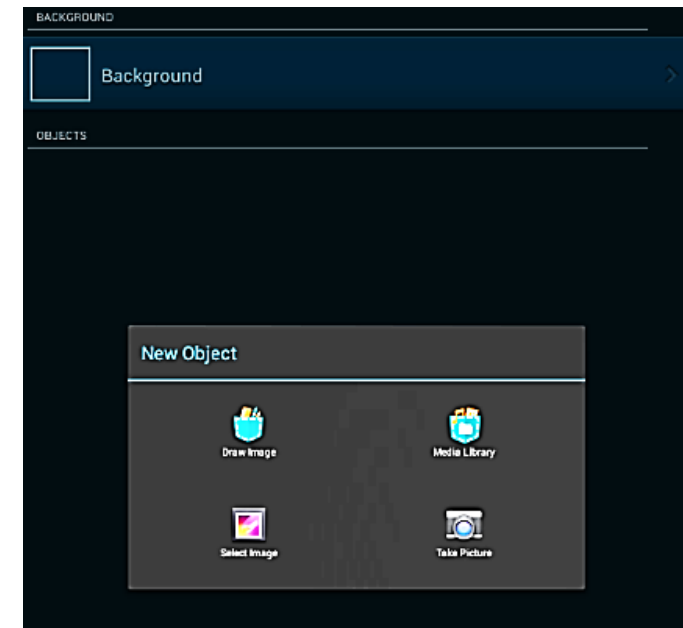
The “No one left behind” (NOLB) project aims to promote learning when building knowledge through active engagement. The initial phase of this is to enable students to adapt and create their own games or game design elements with Pocket Code in its visual programming language. As the project develops through its feasibility pilot it plans to increase engagement and pupil retention integrating this approach into school curriculum subjects.

Modelling finding a Religious curricular relevant object

- Create a new program as before.
- Create your new object

It would be best to create this object through taking a photo from a workbook, or a real object – since this will be the simplest form of creating such an object, and it would not interrupt the class flow.

- **Take picture:** editable photo using your device



OBJECT = PHOTO OF YOUR RELIGIOUS OBJECT

Insert the following bricks into the script by choosing the correct coloured category and placing them in the order shown to the right.

Control = When Program started

Motion = Place at X: _ Y: _ (To place the picture on the stage)

Looks = Set size to _ % (you may need to set the size of your object if it is too large or small)

Control = When tapped

Sound = Start Sound (Tap on "new" and this will open the Add Sound menu. Select record sound. Tap on the icon to start and stop your recording - for the purpose of this activity, introduce yourself however you feel is best).

Creating an interactive program
 Continue building your objects as before, use the slides included to help support the pupils when creating their scripts. You may want to add a background – see Initial Training for details.

OBJECT
 We can use an artefact from the media library if we find one that is relevant. If not, we can simply take another photo. However, this time let's make it move!

Control = When Program started
Motion = Place at X: Y: (To place the picture somewhere on the stage)
Looks = Set size to % (you may need to set the size of your object if it is too large or small)
Motion = Turn left/right (to point the object on an angle)
Control = Forever (This will create the "end of loop" brick on the bottom)
Motion = Move steps
Motion = If on edge bounce
End of Loop (will automatically appear)

Control = When tapped
Sound = Start Sound - Tap new and choose Media Library – choose a sound (you have an option to listen to it)

