Create@School
Student training session

DD _____ /MM _____ /YY _____

Context & Profile

Title: Introduction to Create@School	Timescale: 1hr	Year group/age:	No in group:

| Relevant contextual information on learners | | | |

How does this lesson fit into the subject curriculum or the wider curriculum?		Prior learning of learners	
Computing: to begin to create and plan a sequence of instructions developing coding practices. Will record sounds, capture still images and begin to use the sensors. **Maths:** Algebra, use of co-ordinates.		It is assumed that all students will have previously used other programming systems to at least a basic level, with some having used tablets before. **Other info:**	

The Learning

Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by…
All	To understand how to create an interactive information board using Create@School.	By the end of the session pupils will have created at least 2 objects which have some interactivity. This will be shown to their peers and teacher.	Sharing programs with the class.

Organisation

Resources: PPT or Screen casting with IWB 1 tablet per pupil Axes sheet A3 paper and pen	Working with others: Learners:

Timings	Content		Cognitive/ Behavioural*	Learning scenario*
To start with…				
15 mins	**Starter:** Brief introduction on - what is a game? (See Game-making framework)		C/B	I/FG
	Question: What is programming? Simply put, telling a computer what to do; Programs taking an input, processing it, and producing an output.			
Main Learning				
25 - 35 mins	Begin to navigate Create@School, breakdown the stages of creating each object to implement the first Create@School program with support. (See Teacher training guide 1)		C	I/FG
	If required, use the A3 paper to introduce positioning your objects through understanding co-ordinates. Draw the axes with the values of X and Y – model positioning an object using the MOTION = PLACE AT X__ Y__ brick and plotting this on the sheet. (You may want to have a sheet on each table for reference).		C	I
Plenary / extension				
10 mins	**Extension:** Create a final object of your choosing to position, resize, move and interact with, along the theme of "All about you".		C	I/SG
	Plenary: Share your program with a partner – partner talk: is there any way I could improve what I have created?		B	
	Homework: Create a program taking photos (from any resources available) of at least 2 objects linked with your subject area.			

*Cognitive/Behavioural Key: C - Cognitive
    B - Behavioural

*Learning Scenario Key: FG - Full Group
    SG - Small Group (including parners)
    I - Individually

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