

# Create@School module 1 - History: Year 5

## Lesson 1

DD \_\_\_\_/MM \_\_\_\_/YY \_\_\_\_

Context & Profile			
Title: Applying Create@School to History	Timescale: 1hr	Year group/age: Yr5	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	
<b>History:</b> Pupils can use appropriate language when discussing Victorian Britain. <b>Computing:</b> To create and plan a sequence of instructions developing coding practices. <b>Maths:</b> Algebra, use of co-ordinates.		Pupils have been introduced to the basic functions of Create@School. If this is their first Create@School module, for their homework they have created a program taking photos of at least 2 elements of Victorian Britain (this can be from any resources available).	
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	To apply their understanding of Create@School to create an interactive information board which is subject specific.	The work will be created in Create@School, saved for future adaptation. The creation of this will be observed throughout the lesson.	Sharing programs with the class.
Organisation			
<b>Resources:</b> PPT or Screen casting with IWB 1 tablet per pupil Work books, history books, web research & <a href="#">axes handout</a> .		Working with others:  Learners:	

Timings	Content		
<b>To start with...</b>		<b>Cognitive/ Behavioural*</b>	<b>Learning scenario*</b>
15 mins	<b>Starter: Partner talk</b> (Depending on whether you have previously led a Create@School module or this is your first, please choose the appropriate question) <ul style="list-style-type: none"> <li>Which part did you enjoy the most during the Create@School training/previous Create@School module?</li> <li>Which aspect did you find the most challenging?</li> </ul> Explain that we are going to create an interactive information board using the sources which are available, and selecting and organising relevant historic information.  <b>Discuss:</b> how to create an object and add code – can the pupils explain how to do this? Use the <a href="#">axes handout</a> to guide the pupil in positioning the objects if required.  <b>Model:</b> finding a relevant object (e.g. a picture of Queen Victoria in text book resources) making it an object, selecting and recording information.	C/B	I/SG
Main Learning			
25 - 35 mins	Pupils work independently, creating three objects with selected historic information from prior knowledge, or research during the lesson.		C I
Plenary / extension			
10 mins	<b>Extension:</b> Make one of your objects move around the screen.		C
	<b>Plenary:</b> Select pupils to show one object and its related information to the class.		B
	<b>Homework:</b> Note down what game features you think are needed to create a quiz.		I/SG

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

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