

# Create@School module 1 - History: Year 5

## Lesson 2

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

Context & Profile			
Title: Applying Create@School to History: Changing Looks	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. For their homework they have noted down their thoughts on what game design features are needed to create a quiz.	
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	To understand how to download a program and use Looks – adapting a mini-game exploring changing looks.  Begin to discuss the creation of a quiz which is subject specific.  Demonstrate your understanding by correctly labelling Victorian images.	By the end of the session pupils will have downloaded a program and used the code to change looks of their object.  Pupils to give examples of game features – to note on the board.  A simple program will be created and saved on each tablet	Pupils answering closed question through the use of the <b>Correct or Incorrect</b> game.
Organisation			
<b>Resources:</b> PPT or Screen casting with IWB 1 tablet per pupil Work books <b>Support:</b> Vocabulary on board.		Working with others:  Learners:	

Timings	Content		
To start with...		Cognitive/ Behavioural*	Learning scenario*
15 mins	<b>Quick starter:</b> download the <b>Correct or Incorrect</b> program (5396) from tapping Explore on the main menu. This will aid in understanding how to change a look; asking history-based questions, and pupils coding to show their answers. <a href="#">(See: Make a quick classroom starter game)</a>  <b>Discuss:</b> What do we need to do a quiz? - Note down answers (questions, button controls, GAME OVER screen etc). <a href="#">(See: Game-making framework)</a>	C/B	I/FG
Main Learning			
25 - 35 mins	Go over previous lesson: <b>Model, or allow pupils to discuss:</b> how to create an object and add code. - Include how to edit a photo in Pocket Paint, and use the text tool so they will be able to label it. <a href="#">(see: Edit your object in Pocket Paint)</a>  Teacher to model finding a relevant object (e.g. a picture of a workhouse in text book resources) going to Looks, making a copy, and editing it	C	I/FG
	Pupils work independently, creating the object and labelling	C	I

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**Create@School module 1 - History: Year 5 Lesson 2** *continued*

Timings	Content		
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Create the code you need to tap between the two looks you have created: <b>Control: When Tapped</b> <b>Looks: Next look</b>	C	I/SG
	<b>Plenary:</b> Peer testing on labelling photos.	B	