

# Create@School module 1 - History: Year 5

## Lesson 4

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

Context & Profile			
Title: Applying Create@School to History: Variables and creating an inventory	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. They have begun to understand and apply their knowledge with basic components of game design.	
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	Understand how to use variables, adapting a program exploring a basic inventory.  To reinforce understanding on why towns grew so fast and some results of overcrowding	By the end of the session pupils will have adapted a template to create a History-based mini-game exploring variables which has some interactivity.  This will be shown to their peers and teacher.	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 <b>Support:</b> Vocabulary on board.		Working with others:  Learners:	

Timings	Content		
To start with...		Cognitive/ Behavioural*	Learning scenario*
15 mins	<b>Quick starter: Correct or Incorrect – Broadcasting (11992)</b> pupils to answer quick-fire questions. - Use the broadcasting method of answering the questions to assess their understanding of broadcasting from the previous lesson.  <b>Download: Variables: History (5397)</b> Show the program: Explain that you must collect the brush to sweep the chimney. Show the scripts for the objects – pointing out elements of the code. Discuss who would clean chimneys, and the effects of this.  <b>Download: Variable template (11864)</b> Explain this is the same program but the variable is not complete – change the value so the program works correctly ( <a href="#">See: Variable template guide for more information</a> ).  Pupils to change the look of the objects to either the sweeping chimney images or another appropriate set of images through exploring Pocket Paint and adding text where appropriate.	C/B	I/FG
Main Learning			
25 - 35 mins	Pupils work independently to debug and adapt the variable template to reinforce understanding on the poverty of people in Victorian Britain.	C	I

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**Create@School module 1 - History: Year 5 Lesson 4** *continued*

Timings	Content		
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Starting from the Variable template. Can the pupils create another set of images that relate to poverty and overcrowding in Victorian Britain?	C	I/SG
	<b>Plenary:</b> Explain the results of people crowding into towns in your own words.	B/C	