Create@School module 1 - History: Year 5
Lesson 5

DD _____ /MM _____ /YY _____

Context & Profile

Title: Applying Create@School to History: Using a simple timer		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
History: Pupils can use appropriate language when discussing Victorian Britain. **Computing:** To create and plan a sequence of instructions developing coding practices. **Maths:** 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 and explain how a timer can be used, and use this in a mini-game. To demonstrate understanding on which inventions were Victorian	By the end of the session pupils will have adapted a mini-game exploring a countdown timer and inventions, which has some interactivity.	Clarifying which inventions were Victorian and which were not.

Organisation

Resources: PPT or Screen casting with IWB 1 tablet per pupil **Support:** Vocabulary on board.	Working with others: Learners:

Timings	Content	Cognitive/ Behavioural*	Learning scenario*
To start with…			
15 mins	**Quick starter:** Victorian Britain Bingo - These are suggested keywords, if you wish you can edit the looks and adapt to your own theme. (See – Bingo game guide) **Download:** Bingo - *Victorian Britain card* (**11903**) Pupils can use Create@School whilst playing bingo. Explain why these words are linked to Victorian Britain. **Download (Teacher only):** *Bingo – Victorian Britain Caller* (**11904**) For the teacher to use via screen casting on the whiteboard. Allow time for pupils to describe the related key words. **Download:** Creating a *basic timer* (**5404**) **Model:** Using the *basic timer* program show the script for the timer: Can any pupils explain what is happening within it. (see – Create a basic timer guide) **Partner talk:** Pupils discuss Victorian inventions and note down as many as they can until the timer runs out *(keeping the basic timer projected on the board)*. Note down pupils answers on board.	C/B	I/FG

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Timings	Content		
Main Learning			
25 - 35 mins	**Download:** *Inventions* (**11908**) - Allow pupils to briefly play the game in pairs. Focussing on the inventions created during the Victorian age, adapt the Victorian inventions mini-game to build knowledge within this area. Pupils work independently, adding and creating new looks using Pocket Paint for the Victorian inventions – using the pupils answers on the board.	B/C	I/SG
Plenary / extension			
10 mins	**Extension:** Create new looks for the non-Victorian inventions	C	I
	Plenary: Share and play your adapted inventions game	B	SG
	Homework: Note down questions based on inventions to add to your quiz		

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

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