

Create@School module 1 - History: Year 5

Lesson 6

DD ____/MM ____/YY ____

Context & Profile			
Title: Applying Create@School to History: Using the quiz template and backpacking	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 game design components, and apply to a mini-game through backpacking. To identify Victorians as great inventors and begin to understand some changes that took place in Victorian society	It is expected for homework that pupils noted down questions based on Victorian inventions to use in their quiz. The pupils will play a mini-game which links Victorian inventions and scoring. They will apply their knowledge in a quiz template; adapting the content and backpacking objects into it.	Pupils answering questions through the use of the Correct or Incorrect game.
Organisation			
Resources: PPT or Screen casting with IWB 1 tablet per pupil Support: Vocabulary on board.		Working with others: Learners:	

Timings	Content			
To start with...		Cognitive/ Behavioural*	Learning scenario*	
15 mins	Quick starter: Correct or Incorrect – Broadcasting (11992) pupils to use Broadcast in the starter to answer quick-fire questions. <i>Apply this activity to areas you wish to assess and confirm their knowledge on topic areas.</i> Begin by playing the pupils adapted versions of the inventions game – you may want to choose one version to show, or play as a group. Discuss other game design components within the game (e.g. score) Download: <i>Quiz template (9992)</i> – play through this together: what game features do you notice? Backpacking: Use the guide - (backpacking guide) to show an example of how to resolve mistakes (copy the <i>quiz template</i> program, delete parts of it – perhaps the score HUD – backpack the deleted parts from the original). Allow all pupils to try this – <i>how else could this be used?</i>		C/B	I/FG

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Create@School module 1 - History: Year 5 Lesson 6 *continued*

Timings	Content		
Main Learning			
25 - 35 mins	<p>Model: Using the program <i>quiz template</i>; add a question chosen from the homework task to the program – discuss the answer with the pupils, add the answer and 2 incorrect answers (very simply) to the correct looks</p> <p>Work independently, creating and adding the questions to the quiz. <i>(Use a breakdown of code as a handout if required)</i></p>	C	I
Plenary / extension			
10 mins	<p>Extension: Can you add your own sound effects and recorded voices to the game?</p>	C	I
	<p>Plenary: Pupils to discuss what they think were the biggest changes in Victorian Britain.</p>	B	SG/FG
	<p>Homework: Note down questions on Victorian themes you like to add to the quiz.</p>		