

# Create@School module 1 - History: Year 5

## Lesson 7

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

Context & Profile			
Title: Applying Create@School to History: Completing the foundations for a quiz	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	Analyse the structure of their quiz and prepare it so that it can lead to further questions.  To demonstrate your knowledge of the Victorian era.	By the end of the session pupils will have completed a playable quiz. With the option of adding more questions.  This will be shown to their peers and teacher.	Pupils answering specific questions and designing questions for the quiz.
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:</b> Victorian Britain Bingo - These are suggested keywords, if you wish you can edit the looks and adapt to your own theme. ( <a href="#">See - Bingo game guide</a> ) Bingo - <i>Victorian Britain card (11903)</i> Pupils can use Create@School whilst playing bingo. Explain why these words are linked to Victorian Britain. Bingo - <i>Victorian Britain Caller (11904)</i> For the teacher to use via screen casting on the whiteboard. Allow time for pupils to describe the related key words.  <b>Model:</b> Show the game and function components we have created, express that we have created all we need to make a playable quiz which can have questions added to it. Show the scripts for the sections you have created.		C/B	I/FG
Main Learning				
25 - 35 mins	Pupils to complete their quiz. <i>Please refer to the <a href="#">quiz template guide</a> to help you identify what is required.</i> The quiz should have: <ul style="list-style-type: none"> <li>• At least 2 questions, each with 3 possible answers (with the option of drawing images with these) which are created within the question template object.</li> <li>• The correct answer placed above the right number to proceed in the quiz</li> <li>• An explanation after each question (it is up to you how much content is required for this)</li> </ul> Working independently, Assemble the quiz and test in pairs.		C	I

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**Create@School module 1 - History: Year 5 Lesson 7** *continued*

Timings	Content		
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Can you plan out other questions/statements with partners?	C	SG/FG
	<b>Plenary:</b> Pupils show their quiz to the class – discuss the answers. Is there any way to improve their quiz?	B	