

# Create@School module 1 - Science: Year 8

## Lesson 6

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

Context & Profile			
Title: Applying Create@School to Science Using the quiz template and backpacking	Timescale: 1hr	Year group/age: Yr8	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>Science:</b> Pupils can use appropriate language when discussing respiration. <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 game design components, and apply to a mini-game through backpacking.  To understand that gases move to and from the blood by diffusion.	It is expected for homework that pupils noted down questions based on the respiratory system, especially focussing on diffusion.  They will apply their knowledge in a quiz template; adapting the content and backpacking objects into it.	Pupils answering specific questions in an activity
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		
<b>To start with...</b>			
15 mins	<b>Quick starter:</b> <b>Correct or Incorrect – Broadcasting (11992)</b> pupils to use <b>Broadcast</b> 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 Diffusion (5419). Discuss other game design components within the game (e.g. score, high-score)  <b>Download:</b> <i>Quiz template (9992)</i> – play through this together: what game features do you notice?  <b>Backpacking:</b> Use the guide - ( <a href="#">backpacking guide</a> ) 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/SG/FG
<b>Main Learning</b>			
25 - 35 mins	<b>Model:</b> 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  Work independently, creating and adding the questions to the quiz.	B/C	I/FG

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Create@School module 1 - Science: Year 8 Lesson 6 *continued*

Timings	Content		
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Can you add your own sound effects and recorded voices to the game?	C	I/SG
	<b>Plenary:</b> Pupils to discuss quiz questions so far – which work well and which need to be improved for a multiple choice answer?	B	
	<b>Homework:</b> Note down questions on Specific areas for revision		