

# Create@School module 1 - Science: Year 8

## Lesson 8

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

Context & Profile			
Title: Applying Create@School to Science Completing the quiz ready to upload	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 applied their knowledge with components of game design and created a basic quiz.	
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	Analyse the structure of the quiz and prepare it so that it flows and fits the theme throughout.  Demonstrate how to upload programs.  Demonstrate your knowledge of the respiration system and apply this to the quiz.	By the end of the session pupils will have developed the quiz ready to upload.  This will be shown to their peers and teacher.	Pupils answering specific questions and playing subject specific games.
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> <b>Correct or Incorrect – Broadcasting (11992)</b> Pupils to demonstrate their understanding of Broadcasting by applying (individually, or in small groups) the component to the Correct or Incorrect starter game. <i>Apply this activity to areas you wish to assess and confirm their knowledge on topic areas.</i>  Can you adapt the start/end/instruction screen? Show an example program so far; even with the questions correctly programmed – does the gameplay entirely fit the theme? What needs to be done?		C/B	I/FG
Main Learning				
25 - 35 mins	<b>Model:</b> Opening the start object and tapping on Looks. Choose either: Title, Instruction, game, or end to adapt as an example. Adapt the look through Pocket Paint (you may do this through importing images if required). <a href="#">See – Pocket Paint : importing images</a>  Working independently, create/adapt the game design elements and test in pairs.		B/C	I/SG

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

Timings	Content		
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Complete and ensure all game design elements work correctly, add sound effects throughout the quiz.	C	I
	<b>Plenary:</b> <b>Model:</b> Show how to upload: When the games have been peer-tested, show the pupils how to upload them to the Create@School site. ( <a href="#">See Teacher training guide 1</a> ) Brainstorm: was using Create@School useful in this topic?	B	SG/FG