



Create@School module 1 - RE: Year 9

Lesson 1

DD ____/MM ____/YY ____

Context & Profile			
Title: Applying Create@School to RE	Timescale: 1hr	Year group/age: Yr9	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		
<p>RE: Pupils can use appropriate language when discussing places of worship.</p> <p>Computing: To create and plan a sequence of instructions developing coding practices.</p> <p>Maths: Algebra, use of co-ordinates.</p>	<p>Pupils have been introduced to the basic functions of Create@School.</p> <p>If this is their first Create@School module, for their homework they have created a program taking photos of at least 2 artefacts of the contents of the church (this can be from any resources available).</p>		
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	<p>To apply their understanding of Create@School to create an interactive information board which is subject specific.</p> <p>To begin to understand some features that can be found in a church, and how they are used in worship.</p>	<p>The work will be created in Create@School, saved for future adaptation.</p> <p>The creation of this will be observed throughout the lesson.</p>	Sharing programs with the class.
Organisation			
<p>Resources: PPT or Screen casting with IWB 1 tablet per pupil Work books, web research & axes handout.</p>		<p>Working with others:</p> <p>Learners:</p>	

Timings	Content			
To start with...		Cognitive/Behavioural*	Learning scenario*	
15 mins	<p>Starter: Partner talk (Depending on whether you have previously led a Create@School module or this is your first, please choose the appropriate question)</p> <ul style="list-style-type: none"> Which part you enjoyed the most during the Create@School training/previous Create@School module? Which aspect did you find the most challenging? <p>Explain that we are going to create an interactive information board using the sources which are available, and selecting and organising relevant religious information.</p> <p>Discuss: how to create an object and add code – can the pupils explain how to do this? Use the axes handout to guide the pupil in positioning the objects if required.</p> <p>Model: Finding a relevant object (e.g. a picture of an altar in text book resources) making it an object, selecting and recording information.</p>		C/B	I/FG
Main Learning				
25 - 35 mins	Pupils work independently, creating three objects with selected religious information from prior knowledge, or research during the lesson.		C	I/FG

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

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



Create@School module 1 - RE: Year 9 Lesson 1 *continued*

Timings	Content		
Plenary / extension			
10 mins	Extension: Make one of your objects move around the screen.	C	SG/FG
	Plenary: Select pupils to show one object and its related information to the class.	B	
	Homework: Note down what game features are needed to create a game.		