

Create@School module 1 - RE: Year 9

Lesson 2

DD ____/MM ____/YY ____

Context & Profile			
Title: Applying Create@School to RE Changing Looks	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	
RE: Pupils can use appropriate language when discussing places of worship. 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. For their homework they have noted down their thoughts on what game design features are needed to create a quiz.	
The Learning			
Groups	Intended progress (Learning Objectives)	How will this progress be demonstrated?	Assessment of progress by...
All	To understand how to download a program and use Looks – adapting a mini-game exploring changing looks. Begin to discuss the creation of a quiz which is subject specific. Demonstrate your understanding by correctly labelling areas inside a church.	By the end of the session pupils will have downloaded a program and used the code to change the looks of their object. Pupils to give examples of game features – to note on the board. A simple program will be created and stored in each tablet	Pupils answering closed question through the use of the Correct or Incorrect game.
Organisation			
Resources: PPT or Screen casting with IWB 1 tablet per pupil Work books Support: Vocabulary on board		Working with others: Learners:	

Timings	Content		
To start with...		Cognitive/ Behavioural*	Learning scenario*
15 mins	Quick starter: download the Correct or Incorrect – changing looks program (11993) from tapping Explore on the main menu. This will aid in understanding how to change a look; asking RE-based questions and pupils showing their answer. (See: Make a quick classroom starter game) Discuss: What do we need to do a quiz? - Note down answers (questions, button controls, GAME OVER screen etc). (See: Game-making framework)	C/B	I/FG
Main Learning			
25 - 35 mins	Go over previous lesson: Model, or allow pupils to discuss: how to create an object and add code. - Include how to edit a photo in Pocket Paint, and use the text tool so they will be able to label it. (see: Edit your object in Pocket Paint) Teacher to model finding a relevant object (e.g. a picture of a place of worship in text book resources) going to Looks, making a copy, and editing it through labelling appropriately.	C	I/FG
	Pupils work independently, creating the object and labelling.	C	I

CONTINUED →

 *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 2 *continued*

Timings	Content		
Plenary / extension			
10 mins	Extension: Create the code you need to tap between the two looks you have created. Control: When Tapped Looks: Next look	C	I/SG
	Plenary: Peer testing on labelling photos.	B	