



Create@School module 1 - RE: Year 9

Lesson 4

DD ____/MM ____/YY ____

Context & Profile			
Title: Applying Create@School to RE Variables and creating an inventory	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. 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 how to use variables, adapting a program exploring a basic inventory. To reinforce understanding of places of worship.	By the end of the session pupils will have adapted a template to create a RE-based mini-game exploring variables which has some interactivity. This will be shown to their peers and teacher.	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 Support: Vocabulary on board		Working with others: Learners:	

Timings	Content		
To start with...		Cognitive/ Behavioural*	Learning scenario*
15 mins	Quick starter: Correct or Incorrect – Broadcasting (11992) pupils to answer quick-fire questions. - Use the broadcasting method of answering the questions to assess their understanding of broadcasting from the previous lesson. Building on the similarities and differences between denominations places of worship, adapt the variable mini-game to build vocabulary within this action. Download: Variables: RE (5759) Show the program: Explain that you must use the stoup before entering a Catholic church. Show the scripts for the objects – pointing out elements of the code. Download: Variable template (11864) Explain this is the same program but the variable is not complete – change the value so the program works correctly (See: Variable template guide for more information). Pupils to change the look of the objects to either the stoup images or another appropriate set of images through exploring Pocket Paint and adding text where appropriate.	C/B	I/FG
Main Learning			
25 - 35 mins	Pupils work independently on the <i>variable template</i> ; debug and adapt, creating the looks to reinforce understanding of places of worship.	C	I

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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 4 *continued*

Timings	Content		
Plenary / extension			
10 mins	Extension: Starting from the <i>variable template (11864)</i> , can the pupils create another set of images that relate to places of worship?	C	I/SG
	Plenary: Explain the differences between places of worship whilst also describing the function happening within the program.	B	