

# Create@School module 1 - RE: Year 9

## Lesson 5

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

Context & Profile			
Title: Applying Create@School to RE Creating a simple timer	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	
<b>RE:</b> Pupils can use appropriate language when discussing places of worship. <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 how to use and make a timer in Create@School and apply it to a RE-based activity.  To begin to understand and identify forms of worship within Christianity.	By the end of the session pupils will have adapted a mini-game exploring a countdown timer and Christian worship, which has some interactivity.  They will then use this in practical subject-based activities. This will be shown to their peers and teacher.	Pupils answering specific questions in a timed activity
Organisation			
<b>Resources:</b> PPT or Screen casting with IWB 1 tablet per pupil Work books, web research <b>Support:</b> Vocabulary on board.		Working with others:  Learners:	

Timings	Content		
To start with...		Cognitive/ Behavioural*	Learning scenario*
15 mins	<p><b>Quick starter:</b> Religious and spiritual experience Bingo - These are suggested keywords, if you wish you can edit the looks and adapt to your own theme. (<a href="#">See - Bingo game guide</a>)</p> <p><b>Download:</b> Bingo – <i>Religious and spiritual experience card (12656)</i> Pupils can use Create@School whilst playing bingo. Explain why these words are linked to Christian worship.</p> <p><b>Download (Teacher only):</b> Bingo – Religious and spiritual experience caller (<b>12658</b>) For the teacher to use via screen casting on the whiteboard. Allow time for pupils to describe the related key words.</p> <p><b>Download:</b> Creating a basic timer (<b>5404</b>)</p> <p><b>Model:</b> Using the basic timer program show the script for the timer: Can any pupils explain what is happening within it. (<a href="#">see - Create a basic timer guide</a>)</p> <p><b>Partner talk:</b> Pupils discuss forms of Christian worship and note down as many objects found in places of worship as they can until the timer runs out (<i>keeping the basic timer projected on the board</i>). Note down pupils answers on board – can they place the objects with the correct denominations?</p>	C/B	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 5 *continued*

Timings	Content		
<b>Main Learning</b>			
25 - 35 mins	<p><b>Download:</b> <i>Items in a church (12703)</i> - Allow pupils to briefly play the game in pairs.</p> <p>Focussing on the forms of worship within Christianity, adapt <i>Items in a church</i> to build knowledge within this area.</p> <p>Pupils work independently, adding and creating new looks using Pocket Paint or downloading images for the Christian objects of worship – using the pupil’s answers on the board.</p>	C	I
<b>Plenary / extension</b>			
10 mins	<b>Extension:</b> Change the background to link with the themes	C	I/SG
	<b>Plenary:</b> Share and play your adapted denominations game – can you explain your new images?	B	
	<b>Homework:</b> Note down questions based on differences in Christian denominations to add to your quiz.		