Context & Profile				
Title: Applying Create@School to RE Using quiz template and backpacking		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 game design components, and apply to a mini-game through backpacking. To demonstrate your knowledge of Christian places of worship.	It is expected for homework that pupils noted down questions based on differences in Christian denominations to use in their quiz. The pupils will play a mini-game which links Christian denominations and scoring. They will apply their knowledge in a quiz template; adapting the content and backpacking objects into it.	Pupils answering specific questions in an activity.

Organisation	
Resources: PPT or Screen casting with IWB 1 tablet per pupil Breakdown of code if required **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 use **Broadcast** in the starter to answer quick-fire questions. *Apply this activity to areas you wish to assess and confirm their knowledge on topic areas.* Begin by playing the pupils adapted versions of the *items in a church* game – you may want to choose one version to show, or play as a group. Discuss other game design components within the game (e.g. score) **Download:** *Quiz templat*e (**9992**) – play through this together: what game features do you notice? **Backpacking:** Use the guide - *(backpacking guide)* to show an example of how to resolve mistakes (copy the *quiz template* program, delete parts of it – *perhaps the score HUD* – backpack the deleted parts from the original). Allow all pupils to try this – *how else could this be used?*	C/B	I/FG

Timings	Content		
Main Learning			
25 - 35 mins	**Model:** using the program *quiz template;* add a question chosen from the homework task to the program – discuss the answer with the pupils, add the answer and 2 incorrect answers (very simply) to the correct looks *(Please refer to the quiz template guide to help you identify what is required).* Work independently, creating and adding the questions to the quiz. *(Use a breakdown of code as a handout if required)*	C	I
Plenary / extension			
10 mins	**Extension:** Can you add your own sound effects and recorded voices to the game?	C	I/SG
	Plenary: Pupils to discuss what the word 'worship' means	B	
	Homework: Note down questions on Christian worship themes you like to add to the quiz.		

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

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