

Create@School module 1 - RE: Year 9

Lesson 7

DD ____/MM ____/YY ____

Context & Profile			
Title: Applying Create@School to RE Completing the foundations for a quiz	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 applied 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	Analyse the structure of their quiz and prepare it so that it can lead to further questions. Demonstrate your knowledge of the Eucharist.	By the end of the session pupils will have completed a playable quiz, with the option of adding more questions. This will be shown to their peers and teacher.	Pupils answering specific questions. Designing questions for the quiz.
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: Religious and spiritual experience Bingo - These are suggested keywords, if you wish you can edit the looks and adapt to your own theme. (See - Bingo game guide) Download : 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. Download (Teacher only): Bingo - <i>Religious and spiritual experience caller (12658)</i> For the teacher to use via screen casting on the whiteboard. Allow time for pupils to describe the related key words. Model: Show the <i>Quiz template</i> game and function components we have created, express that we have created all we need to make a playable quiz which can have questions added to it. Show the scripts for the sections you have created.	C/B	I/FG

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Create@School module 1 - RE: Year 9 Lesson 7 *continued*

Timings	Content		
Main Learning			
25 - 35 mins	<p>Pupils to complete their quiz. Please refer to the quiz template guide to help you identify what is required.</p> <p>The quiz should have:</p> <ul style="list-style-type: none"> • At least 2 questions, each with 3 possible answers (with the option of drawing images with these) which are created within the question template object. • The correct answer placed above the right number to proceed in the quiz • An explanation after each question (it is up to you how much content is required for this) <p>Working independently, assemble the quiz and test in pairs.</p>	C	I
Plenary / extension			
10 mins	Extension: Can you plan out other questions/statements with partners?	C	I/SG
	Plenary: Pupils show their quiz to the class – discuss the answers. Is there any way to improve their quiz?	B	