

Create@School module 1 - RE: Year 9

Lesson 8

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 components of game design and created a basic quiz template.	
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 flows and fits the theme throughout. To demonstrate how to upload a program. Demonstrate your knowledge through defining what is meant by spiritual experience.	By the end of the session pupils will have developed the quiz ready to upload. This will be shown to their peers and teacher.	Pupils answering specific questions and playable subject specific games.
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 demonstrate their understanding of Broadcasting by applying (individually, or in small groups) the component to the Correct or Incorrect starter game. <i>Apply this activity to areas you wish to assess and confirm their knowledge on topic areas.</i> Can you adapt the start/end/instruction screen? Show an example program so far; even with the questions correctly programmed – does the gameplay entirely fit the theme? What needs to be done? (see – quiz guide)	C/B	I/FG
Main Learning			
25 - 35 mins	Model: Opening the start object and tapping on Looks. Choose either: Title, Instruction, game, or end to adapt as an example. Adapt the look through Pocket Paint (you may do this through importing images if required). See – Pocket Paint : importing images Working independently, create/adapt the game design elements and test in pairs.	C	SG

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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 8 *continued*

Timings	Content		
Plenary / extension			
10 mins	Extension: Complete and ensure all game design elements work correctly, add sound effects throughout the quiz.	C	I
	Plenary: Model: Show how to upload: When the games have been peer-tested, show the pupils how to upload them to the Create@School site. (See Teacher training guide 1) Brainstorm: was using Create@School useful in this topic?	B	SG