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| **Date:** | | **Class:** 7 |  | **HW:** Word Scramble | |
| **The Big Picture**  Pupils are being introduced to programming using a text based language. Some may have already had experience of using a “drag n drop” or “building block” method to write programs. These lessons will give pupils the opportunity to experience writing / running programs and develop a range of skills such as problem solving that can be used across curriculum areas. | | | | | |
| **Lesson Objectives All**   * TBAT - Describe Small Basic * To know - how to explore the small basic environment * To understand how to use the intellisense feature * TBAT write a functioning program that has been saved | | | | | |
| **T** | **Teacher** | | | | **Pupils** |
| 5min  10min  5min  10min  20min  10 min | **Starter:** What languages do you know - get pupils to complete the task while you take the register (document is a power point and should be printed out 2 slides to a page)  Go through the answers - get pupils to self assess using green pens  Keywords & definitions: definitions go through these with the pupils to gain understanding of any prior knowledge. Keywords should be written in pupils books.  Explore the different elements of the environment where they will write and run their Small Basic programs.    1: Editor  2: Toolbar  3:Surface  **Main 1:**  Demonstrate “Hello world” example  Get them to do the hello world example then come back to front.  Save it  Discuss the intellisense feature -  did they use it? How might it help them?  **Main 2: Pupils complete the** [**worksheet tasks**](file:///F:\copley\lessons%20&%20lesson%20plans\ICT\computing\small%20basic\small%20basic%20lessons\SM%20lessons%20from%20CAS\~$sson1_handout%20v2.docx)  **Plenary - pupils answer the questions then write up in their books WWW & EBI - get them to take a screen shots of their programs, print out and stick into books** | | | | Discussion  Have a go at hello world  Complete tasks -  All - will complete “Hello World” and change the colour  Most - will use an input to create a variable for their name  Some will - Add numbers together |
| **Success criteria (Products)**   * A program which outputs “Hello World” * Changes colour * Outputs their name * The name of the person next to them * Their age * That persons age * The ages added together. | | | | | |
| **Differentiation / Extension**  ELO - If pupil has finished each task early have a look at changing the colour of each line in their programs. | | | | | |
| **Assessment For Learning**   * The programs they create | | | | | |
| **Extension**   * **Extension**   Variables  Get them to add together two numbers. | | | | | |