

PGCE IT 2001-2002: Lesson plan pro-forma

Topic: Logo	Date: 10 th Oct. '01
Title: Learning Logo	Time: 1 hour
Class: Y8	Room
Lesson no <u> 2 </u> in a sequence of <u> 3 </u> lessons	

Aim

For the class to understand the basic principles of Logo and use various commands to draw a house.

Learning Objectives

All: Every member of the class should be able to use the commands PU, PD, RT and FD to draw a house using Logo. They should understand the idea that inputting instructions can make the turtle move where they want it to go on the page, and how to alter the distance and angle the turtle will move.

Most: Many children will use procedures to help draw a house. They will understand advantages of using procedures and demonstrate when procedures can be used to reduce the number of commands in a sequence.

Some: In addition to the above, some children will also use the 'repeat' command and variables to draw a house. They will understand when it is appropriate to use these aspects of Logo programming effectively.

Key Questions

What is a programming language and what can it be used for?
What is important about the way commands are entered into LOGO? (e.g. accuracy, spaces, etc.)
What is the difference between the numbers entered after the RT command and after the FD command?
Why are procedures/variables/the 'repeat' command useful?

Resources

PCs (with Logo).
Data projector.
Worksheet / walk through instructions with reminder of commands.

Links with IT NC/GCSE

2b & 2d.

Link with previous lesson

Last lesson, the class worked in pairs and gave instructions to each other to make their partner draw a house with pencil and paper. They were then introduced to the shortened commands and syntax of written commands in Logo. They will have opened Logo and used the four basic commands they used to draw a house with pen and paper. They will have experimented with different lengths and angles, the pen up and down commands.

Time	Pupil Activity	Teacher Activity	Resources
15 mins.	Pupils work in groups to answer questions on W/S relating to key points in last lesson.	Hand out W/Ss, monitor group work, give ideas, suggestions and hints.	W/S
5 mins.	Pupils feedback answers.	Write answers and key points on W/Board.	W/board.
30 mins	Pupils work in pairs at PCs to complete the task (draw a house). Those who complete the task then use procedures and variables.	Teacher monitors and supports, answers questions, makes suggestions etc. Explains how to use procedures and variables to whole class (if most finish quickly) or individuals.	PCs, Logo, Walk-through sheets.
10 mins.	Save work and log-off. Give feedback – what they know now that they didn't know last lesson.	Initiate feedback, ask questions etc. Briefly explain what next lesson will be about.	
Homework/extension to next lesson: How to draw a circle in Logo? Work sheet (with hints).			
Differentiation - alternative activities: (See learning objectives). By outcome.			