

**Aim:** to understand the control process where **Input** cause **Output** after **Processing**.

**Lesson Objective:**

- (1) be able to draw a shape on paper and divide the whole process into mini-tasks – anatomy.
- (2) be able to translate command in common language for each mini-task into COMMAND computer can understand
- (3) some will be able to use repeat and procedures to complete the task

**Key Questions:**

- (1) What is control? What is an input, output? What examples of computerised control can you give?
- (2) How would you teach a child to walk. How would you direct a foreign tourist to certain places in London?
- (3) Why you have to type commands in the right order? Why

**Resources:** Large screen projector, Logo software, paper with dot in matrix on. White board.

	Pupil		Teacher	Purpose
0-5			Register	
5-10	hands up and answer.	Fridge, car, tv, HiFi..	KQ1, Write answers on board	Introduce Lesson Objective
10-15	Who controls computer?  Watching demonstration	People	Who controls computer? We'll learn how to control the computer today -drawing on screen.	
			Demonstration of a LOGO procedure, and typing command too.	Show control by giving commands, Produce output- on screen.

15-20	Join dots to form shapes – line & square.  Write down every move the hand made. E.g. pick up pen, put down pen	They need this because they probably have not seen a plotter with PU PD actions. Pick up pen, down on paper, move fd, Turn right, stop lift up pen, put back on desk.	Think: How would you tell a child to draw a line? how would you tell a computer to draw a straight line?	Anatomy of movements.
20-25	Watch classmate demonstrating Watch	Convert command into understandable ones. Pu, pd, fd, rt, etc.	Get 1 to demonstrate. Guidance when needed. Demonstrate how to input command and draw	
25-30	Put their commands in computer and test result. Trial and Correction		Observe and guide	
30-35	Carry on			
35-40	The best to demonstrate to class, rest watch			
40-45	List what learnt and their difficulty to the class – review		What have we learned today? (OHP)	

45-50	H/W on planner Must: Draw a pentagon on paper and annotate every movement in LOGO command.	Optional and extra points: If have PC access, then try it out. Print out a hard copy to show.	Set H/W PLUS Next lesson is about trying to make programmes easy to read and maintain and neater + faster - procedure, repeat.	
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