

PGCE IT 2001-2002: Lesson plan pro-forma

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Topic <i>LOGO procedures</i>	Date <i>15/10/01</i>
Title <i>Drawing a House</i>	Time <i>9.10am</i>
Class <i>7X</i>	Room <i>14</i>
Lesson no <i>_2_</i> in a sequence of <i>_4_</i> lessons	

Aim

To draw a simple house using LOGO procedures

Learning Objectives

All	<i>Be able to draw the first part of the house (square, windows and doors) especially using the repeat command. Understand the difference between forward (fd) and right turn (rt) in relation to the values needed (i.e. forward a length and right turn an angle). Know what procedures are.</i>
Most	<i>Complete the first section of the house and move onto drawing the roof. Be able to define a working procedure.</i>
Some	<i>Complete the whole house (roof included). Be able to simplify their code by placing procedures within procedures.</i>

Key Questions

How can we move the turtle without drawing and then make it draw again? Why should we use procedures? What is difference between the values used in the forward command and those used in the right turn command? Why is it important to save everything periodically?

Resources

Computers, MSWLOGO or other software, board / smartboard, paper for rough work, lesson worksheet.

Links with IT NC/GCSE

Link with previous lesson

In the previous lesson pupils were introduced to LOGO and its commands including fd, rt, pu, pd and repeat. Children were asked to draw a square, most were able to repeat the command to draw a window shape.

Time	Pupil Activity	Teacher Activity	Resources
9.10	<i>Seating themselves at workstations in pairs and logging on.</i>	<i>Settles children down and takes register.</i>	<i>Register.</i>
9.20	<i>Listening.</i>	<i>Recap of last lesson. Show children what they are expected to complete today (target of house structure, no roof) and give out worksheet. Show what a procedure is.</i>	<i>Worksheet.</i>
9.40	<i>At computers/desk working out in rough how they might start their house and door.</i>	<i>Offering help.</i>	<i>Worksheet, rough paper and computers</i>
10.00	<i>Discussion of common problems and learning how to solve them.</i>	<i>Providing solution to common problems, possibly using pupils who do not have these problems to explain to others.</i>	<i>Board</i>
10.15	<i>At computers starting to draw house. Pupils who have completed this may start roof.</i>	<i>Provide help and occasionally show pupils work to rest of class.</i>	<i>Computers and board</i>
10.45	<i>Saving work and logging off, listening.</i>	<i>Explain Homework</i>	<i>Homework sheet</i>
Homework/extension to next lesson		<i>Write a brief report on what they managed to achieve and whether they experienced any difficulties.</i>	
Differentiation - alternative activities		<i>Faster pupils could be shown how to use colour or be asked to try and make the house 3D.</i>	