

PGCE IT 2001-2002: Lesson plan

Topic	Logo Programming	Date	7-10-2001
Title	Designing a Program	Time	22:15
Class	KS3 Year 8	Room	8a
Lesson no 3 in a sequence of 5 lessons			

Aim

To show how to control the "turtle" using basic commands and how to reduce repeating commands by using procedures, variables and the "Repeat" keyword.

Learning Objectives

All	Know when to use procedures and why. Know when to use "repeat" keyword. Know what variables are and when to use them.
Most	Have completed the tasks set in the lesson
Some	Have completed extra tasks e.g. creating different pictures.

Key Questions

What are the benefits of defining procedures ?
Why would we want to use the repeat command ?
What are variables ?
How can variables help reduce the number of procedures ?

Resources

PCs
MSWLogo (Software)
Projector

Links with IT NC/GCSE

Position 2b, 2d, 4b, 5d on NC

Link with previous lesson

Last lesson they controlled the turtle to draw a house using only the commands PU PD FD and RT.

Time	Pupil Activity	Teacher Activity	Resources
5	Passive	Recap on Last Week. Show a child's typical program.	Slide Handout
5	Passive .	Explain procedures are building blocks. Demonstrate on the above program.	Slide Handout Blackboard
5	Passive	Explain the "Repeat" keyword. Demo.	Slide Handout Blackboard
5	Passive	Q"what are variables?" Explain. Show example of how they work.	Slide Handout Blackboard
20	Active - At Computer, re-writing their code to include procedures, variables and "Repeat".	Group into pairs. Ask them to rewrite their code. Help slow learners, answer Q now.	PC
5	Answering Questions	Turn off PCs. Ask key questions. Recap.	Blackboard
Homework/extension to next lesson		Homework is to write 4 programs, the output is to show 6 squares. Give handout.	

	Next lesson will be to explore other areas of Logo eg 3D commands.
Differentiation - alternative activities	Those less able, to show the completed example and step them through it again. Those who finish early can make turtle draw cars and other objects.