

PGCE IT 2001-2002: Lesson plan pro-forma

Topic Logo	Date 08/10/01
Title Basic Logo Procedures	Time 1 hour
Class 8	Room IT Suite
Lesson no 1 in a sequence of 2 lessons	

Aim

To be able to understand basic commands and the sequence computers interpret them. Understand the purpose of the Logo application, become familiar with the application and input basic commands.

Learning Objectives

All: To be able to open the logo application and the application windows. To be capable of inputting basic logo commands.

Most To understand the basic commands and vary the sizes and degrees associated with them.

Some To be inquisitive as to the more complicated commands, the potential to use variable and the benefit's of modelling the image on paper before starting in logo.

Key Questions

Why are commands sequential ?
Why are the command singular on separate lines ?
How can I construct shapes ?
How can I reduce the number of commands to construct shapes ?
Why only one turtle/robot ?
Are their any preset shapes ?
Can I use this image elsewhere ?

Resources

Logo Application
PC's
IT Suite
Squared Paper
Contact Books (Student Diaries)
Projector/Smartboard
Basic Vehicle (such as a dinky car)

Links with IT NC/GCSE

Level 1-2, Finding things out, Developing ideas and making things happen

Link with previous lesson

Modelling effects on screen

Time	Pupil Activity	Teacher Activity	Resources
3 mins	State when asked what was last lesson.	Review previous lesson and set out objectives for session	Whiteboard
3 mins	Give out cards to each pupil saying. Stay Silent, pick up bag, take out exercise book, open to blank page, put down bag, pickup bag, take out pencil case, open pencil case, remove pen.	Carry out activity on card, review how many have deviated from commands.	Whiteboard
7 mins	Ask how Computers undertake commands. Write down basic commands, draw square, then write down commands to do square. i.e. PD, FD 100, RT 90, FD 100, RT 90 FD 100, RT 90, FD 100, RT 90, PU	Explain that PC's will only act on commands (requests) in sequential method. No deviation. Explain basic application commands of Pen Up, Pen Down, Forward and Right Turn. Demo using dinky car on table.	Whiteboard Car
7 mins	Take notes on use of application	Load Logo, explain application windows. Input basic commands of square, command at a time to demonstrate application.	PC, Logo and Projector / Smartboard
25 mins	Log-on, Load Logo.	Provide tips on projector if pupils are	Pupils on PC's, Logo Application.

	Input commands of square. Change dimensions of square and turn angles to produce other shapes, such as pentagon RT 72. Undertake worksheet activities.	struggling	Projector.
10 mins		Discuss need to plan, such as mapping shape on squared paper. To help determine commands.	Whiteboard
5 mins	Give out square paper and photo copy of house shape.	Do Register, Set homework of drawing picture of house onto square paper and producing list of commands.	Whiteboard Contact Books
Homework/extension to next lesson		Catch up in computer club or at home Undertake drawing of house and produce list of commands.	
Differentiation - alternative activities		Difference between basic single commands and multiple commands to create shapes. In exceptional cases it may become apparent to use of more complicated procedures, such as repeat and variables. Understanding of Turn command is determined by degrees of turn. Realise the importance of PU, PD to facilitate moving without producing lines on image.	