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| • Subject / Curriculum area- ICT • Class Details- Year 6 | |
| • Day / Date- 10.03.2011 • Length of session- 80 minutes | |
| **Prior Learning** | |
| In the previous lesson children have become familiar with Textease turtle. They have practiced controlling the turtle by using both the arrow keys and the written commands provided eg. FD 10, RT 20. Some children have input their own commands and saved these.  Children have begun a power point about world war two and are familiar with creating hyperlinks and inputting video clips from Espresso. | |
| **Programme of Study / Numeracy / Literacy Framework Addressed** | |
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| **Specific Learning Objectives for the Session** | |
| * To create your own commands for Textease turtle | |
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| **Time** | **a) Introduction** |
|  | * Ask the children if they can remember what we did last lesson (Textease turtle) * Can they remember ways in which we controlled the turtle? * Discuss using the arrow keys and the selecting the abbreviated functions * Ask Amelia what she did. Explain or let her explain how to input your own commands by naming them and then listing the directions the turtle should take in order * Stress where they should and shouldn’t put spaces. |
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|  | **b) Development** |
|  | * The children will create their own function for the turtle and save it * They may practice first by getting the turtle to create their desired shape or word * As they are practising they should write the instructions in a word document so they can remember them, they can also change and delete commands if they make a mistake * Once children are happy with their commands and have checked that it creates a shape or word, they can create it as a named command for the turtle and check it works |
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|  | **c) Conclusion / Plenary** |
|  | * Children will delete all the drawing on their page and control the turtle to do only the command they created * Children will all be given a post-it note and they must stick the post-it note on the computer screen which they think has the best shape or word on it. The winner will be the child who has the most post-it notes stuck on their computer screen as long as they can command the turtle to create the shape again by inputting the one command they saved * For the remaining half of the lesson children can finish their WW2 power points using hyperlinks, pictures and video clips |
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| **Specific Learning Outcomes for the Session** | |
| At the end of the lesson children will be familiar with Textease turtle and will be able to control the turtle using a variety of methods. They will have revised using power point along with hyperlinks and custom animation. | |
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| **Assessment** | |
| By watching the children progress on the Textease Turtle programme it will be evident whether or not they have mastered controlling the turtle. Through the competition in the plenary assessment of each child’s ability to control the turtle will be made. Viewing the finished power points will show the extent of the children’s abilities when producing power point presentations. | |
| **Resources** (Human/Physical) | |
| Computers (one per child/between two)  Textease Turtle software  Power point  Espresso video clips | |
| **Risk Assessment** | |
| Children are to sit sensibly on their seats  Ensure no children are playing with items they shouldn’t be eg. Scissors, glue  No children should be playing by the smart board, nor should there be any food or drink present  They must be careful and sensible whilst using the computers | |