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| • Subject / Curriculum area- ICT • Class Details- Year 6 | |
| • Day / Date- 18.03.2011 • Length of session- 40 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. These have created and saved procedures then repeated these. | |
| **Programme of Study / Numeracy / Literacy Framework Addressed** | |
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| **Specific Learning Objectives for the Session** | |
| * To create patterns using Textease turtle | |
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| **Time** | **a) Introduction** |
|  | * Tell children that today we will be creating patterns using textease turtle * First of all they must save the procedures for a square, pentagon, hexagon and octagon * Do the first one as a class to ensure children are familiar with inputting and saving procedures * Provide children with a list of the procedures for each shape, they must input these using the control shorthand eg. Rt, fd and save them as the name of the shape * Can they create their own formula for a decagon? [link maths] all the angles must add up to 360…the number of times it is repeated x the degrees turned right must produce 360 |
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|  | **b) Development** |
|  | * Ask children how they could command the turtle to create these shapes? [inputting procedures, writing the procedure on the page and clicking play] * We are going to be repeating our shapes! * Demonstrate this on the board… [round a computer if this doesn’t work] * We must set it up like this ‘repeat #[square rt #] the number of times it is repeated when multiplied by the angle turned must make 360 * Show children how to colour their shapes in…Turtle, details, fill, trail- Must select allow fill! Children are to choose their own colours * Delete the old turtle and make a new turtle for each new shape, try to use different ones to make patterns |
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|  | **c) Conclusion / Plenary** |
|  | * Children can save their finished patterns and print them out they must leave the procedure for each shape on their work * Names must be on, collect these up * If we had more time what else could we try and do? |
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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 be familiar with inputting procedures. Children will have revised polygons including angles, sides and vertices. | |
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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 development of the lesson children will show case their ability to use procedures. Children’s knowledge of shapes, their sides and angles will be assessed by the success of their patterns. | |
| **Resources** (Human/Physical) | |
| Computers (one per child/between two)  Textease Turtle software  Resource sheet | |
| **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 | |