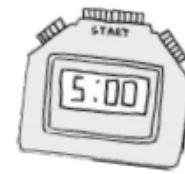
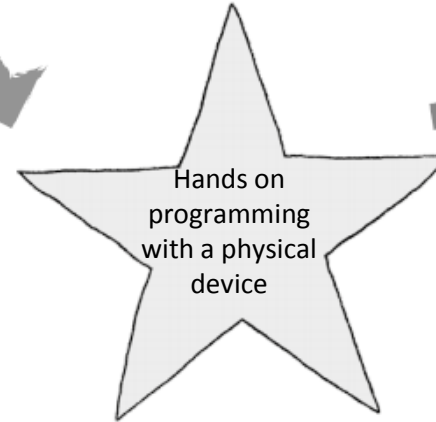


5 MINUTE LESSON PLAN

...photocopy or download, and scribble your way to smarter lesson planning!



ENGAGEMENT



STICKABILITY

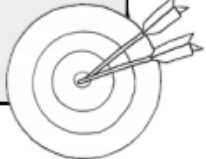
micro:bit can be programmed with JavaScript Blocks editor using a .hex file.
Hands on game for students to play.
Program can then be edited.

THE BIG PICTURE

Use the micro:bits to build real word examples of games

OBJECTIVES

To display a selection arrow and for a randomly generated statement to appear



DIFFERENTIATION

G&T

PP

SEN



To support students, step by step guide could be given.
To stretch students ask to write the flowchart, pseudocode and Javascript code.

KEY WORDS

Variable
Gesture
Random
IF THEN ELSE

NUMERACY PROVISION

Number ranges
Random Numbers


ASSESSMENT

- The students can
- Display own patterns on the LEDs
 - Create a randomly generated variable
 - Use an IF...THEN...ELSE
 - Run two programming blocks at once
 - Display own patterns on the LEDs

LEARNING EPISODES


TEACHER OR STUDENT LED?

Teacher led introduction of the task, showing a working solution on a micro:bit.
Algorithm written as flowchart / pseudocode.




TEACHER OR STUDENT LED?

Student led investigation of the software and developing programs.
Student to download and test program on micro:bit



TEACHER OR STUDENT LED?

Teacher led discussion of the program.
Student led development of the program via other tasks.



LAST MINUTE CHANGES

The algorithm can be discussed and acted out within the lesson.

