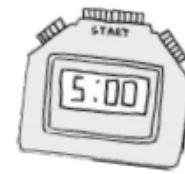
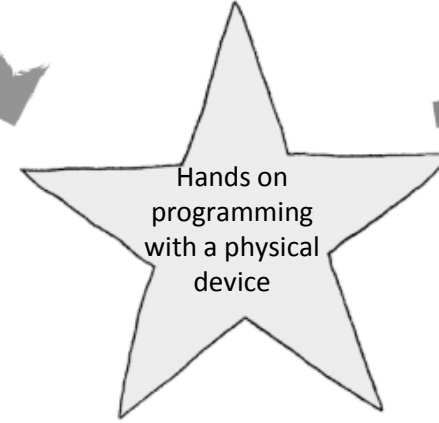


# 5 MINUTE LESSON PLAN

...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. Game can be played between students and tested. Program can then be edited.

**THE BIG PICTURE**  
 Use the micro:bits to build games and activities

**OBJECTIVES**  
 To ask the user for a question and the micro:bit to give a randomly generated answer.

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

G&T  
 SEN  
 PP  
 EAL

**KEY WORDS**  
 Variable  
 Gesture  
 Random  
 IF THEN ELSE

**NUMERACY PROVISION**  
 Number ranges  
 Random Numbers

**ASSESSMENT**  
 The students can

- Use a gesture input to control the micro:bit.
- Create a randomly generated variable
- Use an IF...THEN...ELSE
- Display own patterns on the LEDs

**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**  
 A range of possible output questions could be created.