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| **Title: Game – Endangered Animal** | |
| **Description** | Working through how to make a game |
| Learning Objectives | We are learning to:   * Put together all the knowledge we learnt before * Break down what we want to do into parts and solve it step by step   This is because:   * It is important how to use all the knowledge we learnt and make them work together * Solving step by step is the most easiest and efficient way |
| Success Criteria | By the end of the lesson, students will be able to:   * Break down what we want to do * Have idea of how to code so that the program   will work as we want |
| Previous Experience and Prior Knowledge Required | If statements Variable  Methods  Class |

Lesson Plan

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| Activities | Student Activities | Teacher Activities |
| Lesson Introduction | Listen carefully of what the teacher says | Explain how to do a big project like a game –Break it down into parts and solve it one by one  Show the game |
| Main Activities | Group of 3-4  Follow the teacher and finish the exercises after every parts  Ask for help if needed | Going through the book chapter by chapter, show students how to finish certain tasks and ask them to finish the exercises which requires the same knowledge to complete  Helping students |
| Plenary (review) | Ask questions | Recall what being taught and answer questions |

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| **Resources Needed: Computer with Greenfoot installed**  Greenfoot scenarios: Endangered Animal |