**Week 1 – An introduction to the way computers think – Lesson Plan**

Preface: Computers might be able to do calculations really fast, but they’re not very smart! We have to tell them exactly how we want them to do things. This lesson will explore how we go about that as we take our first steps into computer programming.

* Initial exercise: Using simple props, such as a toy car on a grid, or drawing similar on a whiteboard present a simple problem. For example driving the car from point A to point B, around an obstacle course. Ask students for instructions on how they would tell the driver to get from A to B.  
    
  Write up list of student answers. Reveal to the students that they have collectively written their first instruction set, aka a program.
* Introduction to Scratch.  
  1) Familiarise students with the application interface.  
  2) Show the students that they have a sprite (relate to car in previous exercise) which can be given a set instructions (called a script).  
  3) Demo of a simple instruction set.  
  4) Challenge students to create their own scripts and experiment with the software to get to grips with it and what it can do.