Spells

Lesson Plan Ref: Spells	
Course Ref: ABACWS	
Subject: Computer Science	
Topic: Input, Process, Output	
Lesson Title: Spells	
Level: GCSE / A Level	
Lesson Duration: 50 Minutes	

Lesson Objectives:
Understand the concept of Input, Process, Output (IPO).

Summary of Tasks / Actions:
Learners should be initially introduced to this concept where we take input from a user, process it in some way, and output the solution to the user. Describe what is input, processing, and output, and give a brief example of how this model can be used, e.g., Celsius to Fahrenheit. Aim to cover in approximately 15 minutes.

Once these concepts have been introduced, learners can start the game. They will need to start the spells class where they will be given a tutorial to follow. The tutorial will provide 4 different inputs that the learner will need to process in task 1 and then produce the correct output in task 2. Refer to the answer workbook for solutions. During task 1 learners should be made aware of the risk of human error and that the processing stage needs to accommodate for this. To complete the class, the first 3 inputs need to be correctly processed where the right output is given. This activity should take the remainder of the lesson.

Materials / Equipment:
The world template file labelled ABACWS.mctemplate is required, import this in Minecraft for Education.

Prerequisites:
Ensure learners understand if-elif-else statements.