

Introductory “Shop” Lesson

Lesson Date: Whenever <3

Teacher(s): Gabriel, Austen

Duration: 30-60 minutes

Age range: ~10-13, but could work for >8 most likely

Lesson Objectives:

1. Understanding basic if/else control flow
 2. Creating a simple program given a goal and some inputs.
 3. Falls under 6-8.PA.3 in Indiana's Academic standards
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Lesson Materials:

1. Note cards
 2. Desk space
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Lesson Introduction:

1. If/else statements are used to choose things in programs. For example, "IF you have \$5, you can buy a drink. ELSE (or otherwise), you can't buy a drink."
 2. A shopkeeper has 4 types of items to sell. A customer can buy 1 item at a time by telling the shopkeeper they want the first, second... so on item. Each item has a cost, and the customer's money should be appropriately subtracted when they buy an item. Using if/else statements, create a program to sell items.
 3. If (10), else if (5), and else (3) have point values. Try to create a shop program with as low a point value as possible.
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Lesson Activity:

1. Group students into pairs. Groups of three would also be okay.
2. Demonstrate constructing an if statement with the notecards. 5 minutes.
3. Distribute the notecards, as well as blank notecards. Students can write the name and cost of their items as they'd like.
4. Allow students to create the rest of their statements on their own, providing assistance as needed. 30 minutes.

Lesson Conclusion:

1. Let students look at other group's shops. Half of the class can "purchase" from others' stores, and then after 5 minutes, allow the other half to shop.
 2. Tally the students' points.
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