

Lesson Topic:

Accepting User Input and Introduction to Variables

Lesson Sequence:

4/8

Lesson Link:

<https://csinschools.io/intro/4>

Lesson Overview:

This lesson introduces how to assign the return value of the `input()` function to a variable, and then have the value of this variable displayed on the screen by using it as an argument to the `print()` function. Only strings are covered in this Year 7 programme.

In [Lesson 2](#), students learnt about whitespace and readability of code. In this lesson, they learn about comments using the `#` character. It's good practice to encourage neat code, especially as students develop longer programs.

Learning notes:

- Emphasise that the assignment operator works through the Right Hand Side first, before assigning to the Left Hand Side
- Numeric variables are not covered in this introductory programme
- Emphasise that readability is important, and encourage students to add whitespace and comments to their code

Logistics notes:

- Slides ideally to be presented to the class via a projector or screen, etc.
- Students can also follow along using the slides on their devices / computer
- Slides contain all the links to activities and worksheets which students need to click on

Suggested Breakdown for Topics and Timings:

Time (mins)	Topic covered	Student Activities	Resources
3	Roll and settle class		
10	Learning objectives and revision		Slides MS
2	Short Story demo	Play the demo	Slides MS Demo - Short Story
10	Variables and input()		Slides MS
15		Activity - The Most Amazing Year Level!	Activity - 04.01
5	Sample answer walkthrough		
5	Comments		
15		Activity - Greetings to You!	Activity - 04.02
15		Activity - My Amazing Story!	Activity - 04.03 Video guide
5	Summarisation and reflection		Slides MS

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