Lesson Topic:
Displaying Text on the Screen and Input

Lesson Sequence:
2/8

Lesson Link:
https://csinschools.io/intro/2

Lesson Overview:
Start by watching the student video available at https://csinschools.io/intro/2sv.

This lesson allows students to further explore the `print()` function. Whitespace is also discussed and `input()` is introduced (without assigning the return value to any variables).

You can distribute the Python Coding Reference Sheet to the students in this lesson too.

The lesson contains a worksheet exercise (MS) that encourages students to write code with bugs, and to cut and paste the error messages. This is a good introduction to learning to find their own errors.

Learning notes:
- `print("...")` and `input("...")` are referred to as "commands" or "special words", and not as functions. This is a scaffolding device.
- Missing quotation marks and/or brackets are a common problem with `print("...")` and `input("...")`
- Students should not copy and paste code from the slides. They should get into the habit of typing new code out themselves to improve understanding.

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 Task	Resources
3	Roll and settle class		
2	Learning objectives and revision		Slides | MS Python Reference Sheet
5	Magic card trick	Play the demo	Slides | MS Demo - Magic Trick
5	Spaces in Python code and error messages		Slides | MS
15		Activity - Buggy Code! Buggy Code Worksheet	Activity - 02.01 Worksheet | MS
5	`input()` as a way of pausing the program		Slides | MS
15		Activity - Super Smiley Face!	Activity - 02.02
15		Activity - Fuzzy Hedgehog!	Activity - 02.03 Video guide
5	Summarisation and reflection		Slides | MS

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