

Lesson Plan

Grade/Class	SEVEN	Date	04/11/2020
Topic	PLOTTING SHAPES	Time	55MINUTES
Unit title	CODING (Interactive Animations and Games)	Designer	PAMELA SARFO

Lesson Outcomes		
<u>Essential Understandings</u> <i>The students will know:</i> <ul style="list-style-type: none"> • Terms like coding. • Animations and games. 		<u>Curricular Outcomes</u> <i>The student will be able to:</i> <ul style="list-style-type: none"> • To draw shapes like rectangle using grid on the screen with the help of game lab coordinate grid. • Know how to fill shapes with color.
<u>Essential Questions</u> <ul style="list-style-type: none"> • How can we clearly communicate how to draw something on a screen? 		<u>Cross-Curricular/Real World Connections</u> <ul style="list-style-type: none"> • Real world connection: Most of the apps and games came out because of coding. • Cross Curricula: Math: basic idea using the graph paper to plot shapes like rectangle. That is the same knowledge we apply using the Game lab coordinate grid. Art: Filling the shapes with color and the idea of color combination.
Materials (ICT considered)		Differentiation Strategies
Resources referenced, handouts, ICT equipment, etc. <ul style="list-style-type: none"> • Code.org app • Laptops for each student • Generated login cards for every student. 		Consider cultural diversity, adaptations, and groupings <ul style="list-style-type: none"> • Some of the few adaptations to this lesson is that it has a read aloud options where instructions can be read to students. • Also, students have simple and clear instructions aside what the teacher teaches that can help them code. When there is an error, an option notifies and gives you a hint on how to correct the error.
Assessment Evidence		
Assessment FOR learning Students will be asked to draw a rectangle on a grid paper.	Assessment AS learning Students will self assess themselves. On scale of 3-1, assess yourself. Where 3 - I totally understand, 2- I think I am okay, 1- I have a problem.	Assessment OF learning Finally, students will be asked to draw the sample shown to them. They will be assessed on this.

Learning Plan		
Activating <ul style="list-style-type: none"> First students will be asked to open their lesson on code.org using their login cards. With the idea of drawing on a grid paper, Game lab has a coordinate grid which is 400x400. Here, students will be guided on the smart on how to draw on the game lab coordinate grid paper. 		Timeline 25minutes
Acquiring <ul style="list-style-type: none"> On game lab, there is a workspace where you can code with blocks. Students will code in their workspace and then Click “RUN” to run what they coded to see if it is working. 		10minutes
Applying <ul style="list-style-type: none"> Finally, students will be asked to draw the sample below this lesson, 		20minutes
Reflections about the lesson:		

SAMPLE SHAPE DRAWING. AT THE END OF THE DAY, THIS IS WHAT STUDENTS WILL COME UP WITH USING GAME LAB

