

## Lesson Plan

<b>Game Design (Scratch)</b>	
<b>Time:</b> 1 hour <b>Learning area(s):</b> Mathematics and Technology <b>Year(s):</b> 3	
<b>Learning objectives</b>	Students will learn how to create a sprite incorporating movement and will use problem solving and mathematical skills
<b>Curriculum links</b>	<u><b>Mathematics</b></u> <b>ACMNA060</b> Describe, continue and create number patterns resulting from performing addition or subtraction <u><b>Technologies</b></u> <b>ACTDIP010</b> Define simple problems and describe and follow a sequence of steps and decisions (algorithms) needed to solve them
<b>Prior knowledge</b>	Students have engaged in a class discussion on Scratch and have viewed a Scratch animation called <b>The Pico Show: Intro.</b>
<b>Resources</b>	Computers with internet access Smart Board Evaluation forms Pencils
<b>Introduction</b>	<p>Students will come together on the floor as a group in front of the Smart board to watch a demonstration about a Sprite.</p> <p>Explain to students that they are going to work in pairs to create their own Sprite incorporating movement and music.</p>
<b>Body of the lesson</b>	<p>Students will pair off and commence work creating their first Sprite.</p> <p>Students will need to record step-by-step instructions on how they have created their Sprite, which will be discussed once the activity has come to an end.</p> <p>When all students have created a Sprite they will then move around the classroom to test their classmates Sprites.</p> <p>The teacher will walk around the room and help the students create their Sprite.</p>
<b>Concluding the lesson</b>	<p>The students will meet back on the floor in front of the Smart board.</p> <p>The teacher will engage the students in a class discussion about the activity and will choose 1 pair to teach the class how they created their Sprite.</p> <p>The other students will provide feedback to the pair creating the</p>

	sprite.
<b>Evaluation/Follow up</b>	Observation Feedback Final Product Reflection

## References

Australian Curriculum, Assessment and Reporting Authority (ACARA). (2013).  
Mathematics/Year 3/Number and Algebra/Patterns and algebra. Retrieved from

<http://www.australiancurriculum.edu.au/Elements/ACMNA060>

Australian Curriculum, Assessment and Reporting Authority (ACARA). (2013).  
Technologies/Digital Technologies/Year 3 and 4/Digital Technologies processes and  
production skills. Retrieved from

<http://www.australiancurriculum.edu.au/Year3#subject=M>

The Pico Show: Intro. 2013. Retrieved from

<http://scratch.mit.edu/projects/embed/10015060>

## Evaluation Form

Students Name: \_\_\_\_\_

Name of Activity: \_\_\_\_\_

What did you like about the activity?

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What didn't you like about the activity?

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Any other comments?

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