



CHOITHRAM SCHOOL NORTH CAMPUS

LESSON PLAN-8

SUBJECT - COMPUTER

TOPIC – Advanced Blocks in Scratch

CLASS - V

BRIEF DESCRIPTION OF THE CHAPTER:

Students will learn about

- ☞ Changing the appearance of sprite
- ☞ Drawing shapes
- ☞ Taking decisions
- ☞ Repeating a task
- ☞ Sensing Blocks
- ☞ Storing values
- ☞ Using operators

LEARNING OBJECTIVES:

SPECIFIC OBJECTIVES:

This lesson will enable the students to –

SP1- Tell the students that Scratch is a block-based programming language. (K)

SP2- Tell the students that Scratch allows changing the appearance of the selected sprite. (K)

SP3- Demonstrate to the students the steps to change appearance of a selected sprite. (U)

SP4- Demonstrate to the students the steps to draw shapes on the stage with the help of a sprite. (U)

SP5- Demonstrate the students that decision making can be done by using If...then...Else Control block. (U)

SP6- Share with the students that Forever Control block is used to repeat a script continuously. (K)

SP7- Make the students understand that Variable blocks are used to store values and strings. (U)

SP8- Demonstrate to the students the steps to create variables. (U)

SP9- Explain the use and purpose of various Operator blocks under the categories Arithmetic operators (+, -, *, /), Relational operators (, =) and Logical operators (AND, OR, NOT). (U)

BEHAVIOURAL OBJECTIVES:

This lesson will enable the students to

B1- Take analyse and take decision according to the condition. (A)

ACTIVITIES – For the better understanding of the topic following activities will be conducted –

A1- Code to check the age for senior citizen. (AP)

A2- Code to sense the colour of object and act accordingly. (AP)

WRITTEN WORK: Book exercise will be discussed and shared with the students.

ASSESSMENT:

- Class observation.
- To check the understanding of the topic, assessment will be conducted.

LEARNING OUTCOMES:

Students will learn to make use of

L1- decision making statements. (AP)

L2- sensing block (AP)

Placement of objective, Instructional Activities and Assessment

Topic/Duration/ Assessment Topic: Advanced Blocks in Scratch Duration: 4 Periods						
	Knowledge	Understanding	Application	Analysis	Synthesis	Evaluation
Objectives	SP1, SP2, SP6	SP3, SP4, SP5, SP7, SP8, SP9	A1, A2, L1, L2	B1		
Instructional Activities						