



CHOITHRAM SCHOOLNORTH CAMPUS
LESSON PLAN-8
SUBJECT - COMPUTER
TOPIC- Drawing Shapes in Scratch
CLASS - IV

BRIEF DESCRIPTION OF THE CHAPTER:

Students will learn about-

- ☞ Sprite's Direction
- ☞ Drawing a square
- ☞ Drawing different Polygons
- ☞ Drawing a Circle and Semicircle
- ☞ Drawing Patterns

LEARNING OBJECTIVES:

SPECIFIC OBJECTIVES:

This lesson will enable the students to –

- SP1-** Tell that Scratch is a block-based programming language. (K)
- SP2-** Tell that Scratch allows changing the appearance of the selected sprite. (K)
- SP3-** Explain various blocks present under Looks category. (U)
- SP4-** Demonstrate to the students the steps to change appearance of a selected sprite. (AP)
- SP5-** Tell the students that Scratch allows drawing shapes. (K)
- SP6-** Share with the students the various blocks present under Pen category. (K)
- SP7-** Demonstrate to the students the steps to draw shapes on the stage with the help of a sprite. (U)

BEHAVIOURAL OBJECTIVES:

This lesson will enable the students to

- B1-** think about different shapes and patterns to create in scratch. (A)

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

- A1-** Drawn more than one shape with different sides. (AP)
- A2-** Drawn different patterns with different sprites. (AP)
- A3-** Drawn shape with different sides taken as user input. (AP)

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

ASSESSMENT:

- Observation during the practical.
- To check the understanding of the topic, assessment will be conducted.

LEARNING OUTCOMES:

Students learnt to make different

L1- shapes (AP)

L2- patterns (AP)

Placement of objective, Instructional Activities and Assessment

Topic/Duration/ Assessment Topic: Drawing Shapes in Scratch Duration: 2 periods						
	Knowledge	Understanding	Application	Analysis	Synthesis	Evaluation
Objectives	SP1 SP2 SP5 SP6 L1 L2	SP3 SP7	SP4 A1 A2 A3 L1 L2	B1		
Instructional Activities						