

Which of the following outcomes from the Digital Technologies context of the new 7-8 Technology Mandatory syllabus does the planned lesson address? Please circle all those apply from the list below:

- designs, communicates and evaluates innovative ideas and creative solutions to authentic problems or opportunities (TE4-1DP)
- plans and manages the production of designed solutions (TE4-2DP)
- designs algorithms for digital solutions and implements them in a general-purpose programming language (TE4-4DP)
- explains how data is represented in digital systems and transmitted in networks (TE4-7DI)
- explains how people in technology related professions contribute to society now and into the future (TE4-10TS)

*3rd lesson.

Circle codes.

NSW Syllabus Outcome(s): *Does the lesson involve concepts or outcomes from the new 7-8 Technology Mandatory syllabus that are not listed above or that are from another Key Learning Area (for example, English or the Creative Arts)? If so, what concepts and outcomes are these?*

TAS

TE4 - 1DP

TE4 - 2DP

Introduction: *How will you get the students motivated, curious and ready to learn?*

Video - Showing ^{sample scratch} a game + with a good code.
~~Lightning~~ - showing what they can
 Strive to achieve using scratch

Metalanguage: *What are the key concepts or procedures that you want students to understand as a result of this lesson?*

- Algorithms.
- Visual programming.
- General - purpose programming.
- Hybrid coding environments. Blocks
- Data

Please turn page over

Teaching Activities: *What strategies will you use to teach the content and skills? How long will you spend on each of those strategies and with the content? How would you address different levels or prior knowledge?*

10 block challenge - ~~students~~ ^{all} ~~select~~

As a class select the 10 blocks
students need to use. eg: 2x motion, 2x
looks, 2x events, 2x control.

* students can decide depending on
ability whether they have 1 or 2 sprites.

Lesson Closure: *How will you bring the lesson to a conclusion?*

Present projects to the whole class.

Please turn page over

Assessment: *How will you know whether the students achieved what you wanted them to achieve?*

Peer Assessment / teacher judgement / observation

Resources: *What materials do you need for this lesson? Have you used ideas from elsewhere?*

- Computers / laptops
- White board / speakers