



Hive Hackers Section 6 Lesson Plan

Section 6	Lessons 15 & 16 -The Big Event & Flappy	Lesson Duration	1 hour
Lesson Overview	<p>During this section the students will be completing:</p> <ul style="list-style-type: none"> - Lessons 15 & 16 -The Big Event & Flappy <p>Students will be introduced to computer science and “events” through some activities and will go on to plan and build their own ‘Flappy’ game by using ‘event handlers’. These are used to add variety to an algorithm in order to detect mouse clicks and object collisions. Students will be encouraged to test their game with their friends. Towards the end of the session, students will go through a presentation skills workshop, where they will plan to present their very own flappy bird game to their Brownie unit and parents.</p>		
Lesson Objectives	<ul style="list-style-type: none"> • Learn the term ‘event’ and what it means in the context of a program. • Match blocks with the appropriate event handler. • Create a game using ‘event handlers’. • Share a creative artefact with other students. • Why is it important to give feedback? 		

Open - Video Lesson 15 & 16 - The BigEvent & Flappy

Title	Description	Timeline
Introduction	Brief introduction of the facilitator and new section.Recap on new words learnt in previous section.	00:00 - 00:37
Vocabulary	Introducing the students to their new word “Event”. Gives a definition and some examples of what an event is and why it’s relevant in coding.	00:37 - 01:32
Video of code.org	Video from code.org explaining events and flappy bird..	01:32 - 03:04
Lesson 15 - The Big Event	Brief explanation on how to get to lesson 15 “The Big Event” and how to do it.The facilitator explains what events are and different event blocks, this explanation will help the students with the next online activity which is flappy..	03:04 - 05:07
Lesson 16 - Flappy	Brief explanation on how to get to lesson 16 “Flappy”. The facilitator will then show examples on how to complete the online exercises at code.org. Students are introduced to the ‘Flappy’ game, and the event coding blocks. The facilitator will thoroughly give definitions of each block and how they can be used to modify their very own flappy bird game.	05:07 - 09:;20
Plenary	Tell the students to go and complete all the exercises from both lessons. Finish off with what you should have learnt at the end of the lessons and tell them which section will be coming next.	09:20 - 09:45





Plenary

Flash Chat: What did we learn?	What have we learned from this lesson? What have you learned about events? Why are they useful in programming? Why is it important to give feedback?
Feedback Post-its	Using sticky labels, students should give feedback on the session using the 'two stars and a wish' framework.
Reflection Sheet	Students should complete their reflection sheets for this session..

Resources Required:

- Student & Teacher Workbook for the session
- Protractors, pens & pencils
- Computers/Laptops/iPads





NI Curriculum Links:

Desirable features	Interactive design – Level 4/5 <ul style="list-style-type: none">• Students have to solve a more complex problem than previous ones they have encountered.• They're required to plan using their helpsheet, as well as being supplemented with a worksheet.• Evaluation occurs because students are able to tweak their game in the final stages, to learn how this will alter their original results.• This lesson has the potential to reach Level 5 depending on the complexity of the game created.
5 E's link	Explore - Students have to be independent as information is not given to them so they must seek it themselves. Express - Students will utilise their creativity, as they are creating their own game. Exchange - Padlet.com is used so the students can disseminate their drawings. Evaluate - Students are asked to make alterations to their game, in order to present how alterations will change the final outcome. Therefore, they can evaluate the new game to see if it's better or worse than the previous one. Exhibit - Students exhibit the ability to share their work digitally by uploading URL to Padlet.com.
Possible Extensions	<ul style="list-style-type: none">• Link with another school and send each other the games created by the students.• Each should play the games provided and give feedback using the 'two stars and a wish' framework.• Responses could be sent using Flipgrid or via Email.

