Lesson Plan – Y9 Java 4

Please use this form in Conjunction with the DCB Good Lesson Framework to help you plan your lessons.

Teacher	RJ	Subject	ICT	Class	All Y9	Number of Students	Male ~10
Date	May 08	Period	F 1, 4, 6	Location	C1		Female ~10

Learning Objectives (WALT – We are learning to…)
Simple Applets (and maybe loops)
Prior Learning
Lessons 1, 2 and 3
Future Planning
Lesson 5 will require techniques from lessons 1-4
Outcomes (WILF – What I'm looking for?)
Students can plan a screen and identify the required objects. Next week we will look at strategies for design in more detail..

Timing	Starter	Assessment
5	**Recall:** We have been programming. We have learnt about classes, **data members**, **methods** and **selection** statements. We have learnt to add **GUI objects** and detect **events**..	verbal

Timing	Main	Assessment
10	Show the Calculator Applet. Develop a strategy for constructing a simple Applet – ask for examples – see the list of **suggested projects** if necessary.	informal
5	Answer any questions on the project.	
20	Start the planning phase – group work around the tables.	
10	Anyone want to share their ideas with the whole group?	

Timing	Plenary	Assessment
5	**Summary** of project requirements.	None
Homework		
Plan the project and upload a screen design(eg done in PowerPoint).		