



Lesson Plan – Y9 Java 3

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

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

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| Learning Objectives (WALT – We are learning to...) |
| Program a selection statement. |
| Prior Learning |
| Lessons 1 and preferably 2 as well |
| Future Planning |
| Lesson 4 will build on lesson 3 |
| Outcomes (WILF – What I’m looking for?) |
| Students can alter the (if) statements and options to suit their own desires. They can extend the number of choices within the if else chain. |

| Timing | Starter | Assessment |
|----------|--|------------|
| 5 | Recall: We have been programming. We have learnt about classes, data members and methods. We have learnt to add GUI objects (examples please) to Applets. | verbal |
| Timing | Main | Assessment |
| 10 | Explain selection . So far we have had only 1 statement after another. Now we are looking at executing statements after “asking a question”. The question must have a yes or no answer. “Where do you want to go?” Does not have a yes no answer. “Do you want to go to the movies?” could/should have a yes/no answer. | informal |
| 10 | Explain briefly ‘WhereToday Applet’ Get them to compile and run it. | |
| 10 | Answer any questions on Yes/No | |
| 10 | Let them experiment further with the Applet. | |
| Timing | Plenary | Assessment |
| 5 | Summary of today’s play. | None |
| Homework | | |
| None. | | |