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| School: | | |
| Date: | Teacher's name: Kashenova J.K. | |
| Grade:5-6 | Number present: | absent: |
| Topic of the lesson: Project activity. Project demonstration and protection | | |
| Learning objective(s) that this lesson is contributing to | Demonstration of acquired knowledge by writing your own projects in the Python programming environment | |
| Lesson objectives | Develop your own project. Implement their own project in a programming environment. | |
| Assessment Criteria | they know how to determine the type of a variable, enter and enter data, they know the structure of branching, a loop, a sequence (lines, lists, dictionaries), functions in the Python programming language. implement branching structures, cycles in the project. use sequences, functions, global variables in the project | |
| Value links | Respect and cooperation is reflected in pair work. Self-training, self-regulation and a creative approach when working on a project. | |
| Previous learning | The basics of working in the Python programming environment (They know the interface of the program, compose the linear, branching, and cyclic structure algorithms) | |
| Cross curricular links | English language - work with operators. | |
| Time | Planned activities | Resources |
| Beginning 2 min | <p>Organizing time.</p> <p>K) Method: "Clap your hands."</p> <p>Purpose: Creating a favorable atmosphere, establishing communication, prompt inclusion of pedagogical interaction in the activity of participants.</p> <p>Clap your hands on those ...</p> <ul style="list-style-type: none"> - who has a good mood; - who is now eating in the dining room; - which fruit prefers apples; - who read the fairy tale Er-Toastik; - who remembers the topic of the last lesson; - who likes to play computer games! <p>Judging by the thunderous applause of computer games, everyone loves.</p> <p>Guys, today we have an unusual lesson - a lesson in protecting projects. You did this work as part of the Python Programming Environment topic.</p> <p>Protecting projects is a demonstration of the results of your independent work on a topic that is relevant to you. You yourself set questions and looked for answers to them, but "what is done of one's own will always works great."</p> <p>During the defense, you will encounter other views on the problem, which will help you improve your work, defend your point of view.</p> <p>Project protection progress will be as follows:</p> <ol style="list-style-type: none"> 1. Draw of groups 2. Project protection <ol style="list-style-type: none"> 2.1. Performance with the defense of the project 3-5 minutes <ol style="list-style-type: none"> a) project visiting card | |

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| | <p>Business card project.</p> <ol style="list-style-type: none"> 1. Name of the project 2. The authors of the work 3. Brief summary 4. Demonstration of the project <p>b) project demonstration</p> <ol style="list-style-type: none"> 2.2. Evaluation of work using score sheets 1 min 2.3. Discussion of the submitted work 2 minutes <p>a) the discussion must be correct</p> <p>b) highlight the 2 most strengths of the project</p> <p>c) highlight 2 points that need improvement</p> <p>d) make suggestions for improving the project</p> <p>The assessment sheet for the 5-point system includes the following items: oratory, programming complexity, practical relevance, maximum points.</p> <p>As a result of rating selection, we will find out who has the best project.</p> <p>Good luck!</p> | |
| <p>Middle 32 min</p> | <p>Project Protection</p> | |
| <p>End 3 min</p> | <p>Reflection Unfinished Offer Method Purpose: Students evaluate their work with one sentence, choosing the beginning of a phrase from a reflective screen on the blackboard: Today I found out ... it was difficult... I realized that ... I learned... I managed ... I praise ...</p> | |
| | <p>Home task: Come up with your own idea, script, design of a computer game. Prepare for programming your own game.</p> | |
| <p>Differentiation – how do you plan to give more support? How do you plan to challenge the more able learners?</p> | <p>Assessment – how are you planning to check learners' learning?</p> | <p>Health and Safety</p> |
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