



## HAPPY MAPS 2

### Lesson Plan: Class 01 / PS / 12



#### (Rough sketch – design phase)

**Overall goal of the lesson:** Introducing Children to simple instructions

**Prior knowledge required:** Directions (Up, down, right, left) and simple steps (Walk, Turn left, Turn Right, Stop, Pick, Give)

#### MODULE 1:

**Module time:** 35 minutes

**Goal:** To learn about moving from one point to another, which can be defined in small steps.

**Description:** Children will learn about how one can move from one point to another and give specific instructions to achieve the same. The focus of this session is to teach students to give precise instructions to reach from one place to another. Pick a volunteer (kid A) and ask him to go to a corner. Next tell a new volunteer (kid B) that she/he is a robot. Now ask kid A to guide kid B near her/him. Repeat this for two more times. Next, add a variation to this by keeping kids to pick and deliver sweets along the way. Finally discuss different ways where such techniques can be applied.

#### Material required:

##### Physical:

1. Blackboard/Whiteboard and chalk/marker.
2. Two small tables.
3. Chocolates and jellies or something similar.

##### Electronic:

PPT Presentation for Happy Maps 2

#### Procedure Summary:

1. Go through the PPT performing different activities as explained in the presentation.

#### Procedure Details:

1. Start the class by talking to the children about the last lecture. Introduction of flurb, directions and how we made Flurb move to the fruits.
2. Open the presentation. Call up a volunteer student(Kid A). Tell her/him to walk from his desk to a corner (X) in the room. She/he should be able to easily complete this task. Play animation so kids know to give the instructions.
3. Next, pick another volunteer (Kid B). Tell B that she/he is a robot. Now ask kid A to guide kid B near her/him. Make sure the instructions are as simple as possible.
4. Repeat the same experiment with a new pair of volunteer kids. Repeat for the third time, and this time, ask entire class to give instructions so that we know if they have understood.
5. Add variations to previous activity as follows: Keep two tables in the middle. Assume that one table has chocolates while the other has jellies (or something similar). You can also keep real sweets. Repeat earlier activity, but now need to deliver specific chocolates and jellies to the corners.
6. Discuss other uses of this activity, like reaching a specific stall in a park, reaching your seat in the movie theatre and so on.

**Information Broadcast :** In Computer Science, the children learnt about how to give simple specific instructions.