



Happy Maps 1

Lesson Plan: Class 01 / PS / 11



(Rough sketch – design phase)

Overall goal of the lesson: Introducing Children to simple directions

Prior knowledge required: Directions (Up, down, right, left)

MODULE 1:

Module time: 35 minutes

Goal: To give a brief introduction to directions, making Flurb move in small steps.

Description: Children will learn about making Flurb move left, right, up and down. First we introduce Flurb. Then perform actions to move it in different directions. Initially, we move Flurb one step at a time. Later we make it move in multiple steps. Finally we have an assignment to move Flurb.

Material required:

Physical:

1. One copy of the worksheet (Happy Maps) per child.
2. Writing material to solve the worksheet: pencil and eraser.
3. Drawing material for stick figures
4. Blackboard/Whiteboard and chalk/marker.
5. Glue and scissors.

Electronic:

PPT Presentation for Happy Maps 1

Procedure Summary:

1. Go through the PPT introducing students to Flurb and directions and performing activities as explained in the presentation.
2. Complete activity worksheet.

Procedure Details:

1. Start the class by talking to the children about the last lecture.
2. Open the presentation. Then teach students about different directions like left, right, up and down.
3. Introduce them to Flurb, who is a cartoon character.
4. Explain them how directions are to be followed. Tell them about 'left', 'right', 'up' and 'down' by drawing them on the board.
5. Next, explain how to make Flurb move these different directions. First two directions should be explained by the teacher. Next two slides are to be guessed by students. Repeat each slide 2-3 times so that students get the concept. Play the animations.
6. Now, make Flurb move to the fruit. It is a two step process in which the Flurb moves twice to the right. Play the animation.
7. Next, make Flurb move to the fruit, which is a three step process. There can be multiple paths to reach the fruit. Discuss these. Ask students which one they would pick. Play both the animations.
8. Finally, tell the students to complete the assignment. Make them cut different shapes of the directions and stick them correctly for each of the activity. Second activity is to solve a maze, where each step is moving in a direction.

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