



## Understanding Programs

### Lesson Plan: Class 02 / PS / 12



**(Rough sketch – design phase)**

**Overall goal of the lesson:** Children will learn meaning of program

**Prior knowledge required:** Knowledge of the word algorithm(done in Std. 1).

#### **MODULE 1:**

**Module time:** 35 minutes

**Goal:** Program with restrictions.

**Description:** Children will learn about what is program.

#### **Material required:**

##### **Physical:**

1. One copy of the worksheet per child.
2. Writing material to solve the worksheet: pencil and eraser.

##### **Electronic:**

PPT Presentation

#### **Procedure Summary:**

1. Distribute the worksheets to the children.

#### **Procedure Details:**

1. Start the class by talking to the children about if they remember Mr Fluppy and word program.
2. Revision about Program using MrFluppy and grid with flower pot some steps away from Mr Fluppy.
3. Show new grid with blocks grayed out and tell students to show the path to smell flower without going through those grayed columns.
4. Once this is done, announce that students are now going to solve some fun activities on programs.
5. Distribute the worksheets and read through it.
6. Explain the activities on the sheet using the PPT

#### **Assessment :**

Answer questions on the activity sheet

**Information Broadcast :** In Computer Science, the children learnt about the need for programs in computers.