### Pre-Technical studies IBL Sample Lesson Plan

**Grade 8**

**Strand 2.0:** Communication

**Sub-strand 2.3:** Visual Programming

**Specific Learning Outcomes**

By the end of the lesson, the learner should be able to:

i) Identify the features of Scratch 3.0 application.

ii) Navigate the Scratch 3.0 interface.

iii) Appreciate the different features of Scratch 3.0

**Key Inquiry Question:** How can you instruct a character in Scratch 3.0 application?

**Learning Resources:**

Scratch application, Learners digital devices (LDD), Teachers digital devices (TDD)

**Organisation of Learning:** The lesson will be conducted in the classroom setting

**Introduction:**

Learners in pairs take turns to give instructions and execute them. Teacher guides learners in relating the activity to computer programming.

**Lesson Development**

**Step 1:**

 Learners in pairs open Scratch 3.0 and discuss what they see in the interface.

*(Learners mention of colourful shapes, cartoon-like cat, plain area among others)*

**Step 2**

Learners in pairs explore the different code blocks in each of the categories. Learners are guided to interpret the instructions in the code blocks and execute them. Learners dramatize the instructions on the code blocks in each category

**Step 3**

Learners in pairs, come up with a series of simple instructions using the code blocks.

*Learners will develop creativity and imagination as they come up with the block combination, digital literacy as they navigate the Scratch 3.0 interface.*

*Values acquired by learners include respect and responsibility as they work in pairs*

**Conclusion:**

Learners enumerate the features of the Scratch 3.0 application interface.

**Extended learning Activities:**

Learners practise developing a series of instructions using the code blocks.

**Reflection on the lesson:**