

What a choice

Developing Ideas and
Making Things
Happen

Year 1

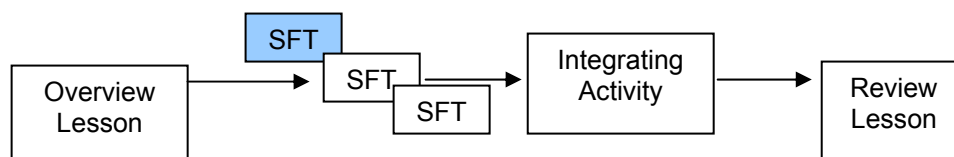
Learning objective: *I can.....*

Lesson 2 of 6

PoS 2d, 4b,
4c

Make decisions and choices using a computer

QCA Unit: 1A



Resources

Print outs of food choices from My World Cafe Images.pdf, flip pad, blue tac

Software you could use:

'Cafe' from My World

Support files:

My World Cafe Images.pdf or My World Cafe Images.pub

URL: <http://www.dialsolutions.com/myworld3/help/pages/browser.htm> provides some useful help pages.

Setting the scene: (5 mins)

Share the learning objective with the class.

Explain that today they are going to look at how they can make different choices and decisions using a computer program.

Main Input (20 mins)

Away from the computer

As a whole class look at all the different types of food printed from the My World Cafe Images.pdf file. Discuss with the class which food they would choose depending on the time of day.

What would we choose for breakfast? Lunch? Dinner? Tea? A snack? Etc.

Use the blue tac and stick all the images on to the lower part of the flip pad. At the top of the pad record a time of day e.g. Breakfast and below this draw a plate. Ask some children to come up and move the food that they would choose on to the plate for that particular meal. Then ask the children why they chose that item of food/drink.

At the computer

Turn the monitor on and show the children the Cafe screen from My World. Demonstrate to the class how to move a plate from the pile onto the table in between in the knife and fork, (Click once on the plate, move the mouse to the table and then click once again).

Explain how this is also the way to move the food onto the plate. Demonstrate this with a couple of items of food. Highlight to the children how the food they have just chosen appears on the plate but is also still a choice on the right hand side of the screen. Was this the same when they moved the paper food on the flip chart?

What a choice, (continued)

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Why do they think the computer still gives them the food as a choice, even though they have already chosen it? Which way do they think is better, the paper way or the computer way?

Finally demonstrate to the children how they can click on the text icon and write a word or sentence about the food they have chosen, for example lunch, dinner etc.

At this point do not discuss with the children about the menu or bill icons on the screen, as these are not necessary to fulfill the objective of the lesson. Some children may choose to experiment with these during their Short Focussed Task time.

Activity – short focussed task (5-10 mins)

Each child is given 5-10 mins to choose the food they would like for a specific meal. Print out some of the meal choices made and created by the children.

Review and recall (10 mins)

Bring the class together and review the learning objective. Show the class some of the meals created for by the children. Ask similar questions to those below. Reiterate the key vocabulary listed below.

Key questions to ask and to display:

What type of meal have they chosen? Why did they choose for this meal? Is there anything in this meal you wouldn't have chosen? Why? What would you have chosen instead? Is either of these choices wrong?

Vocabulary:

Choice, Decision

Teaching Points:

To print a screen in My World tap the 'alt' key. The menu bar is then displayed at the top of the screen. Click on File and then Print.

To Save go to File and Save.

Assessment Opportunities:

Can the children recognise how they can use a computer program to show the choices and decisions they have made.

This activity is another opportunity to assess whether children can 'select an object on screen using a mouse.'

What comes next:

Using a simple adventure game. Lesson 3 – Putt Putting