

P6 Values-in-Action Project

Acts of Compassion – Micro:Bit

Programme:P6 VIA Project

Level: P6

Summary

- To identify and solve a problem using digital creativity, inventive and critical thinking processes (analysis, evaluation and decision making)
- To be **Self-Directed Digital Learners** and monitor, manage and extend own learning
- To collaborate with others and work effectively individually and as a team
- To promote care for the environment by using recycled/discarded materials to create parts of digital product (plant water catchment & FitBit step tracker)as **Active Contributors**
- To be **Compassionate Leaders** and help contribute to the community through sharing of the products (step trackers for fit and active lifestyle; plant watering system for easy plant maintenance)



Prior Knowledge:	Students should already know: 1. structures for VIA projects 2. Science concepts pertaining to use of environmentally-friendly materials to minimise negative Man's impact on the environment.
Learning Objectives:	By the end of the programme, students should be able to: See above in summary box

LESSONS SCHEDULE FOR Code For Fun (Micro:Bits) 2017**Classes involved: 6Di, 6Gr, 6Jo**


Date	Event / Process
27 Sept 2017	Brief P6 teachers at P6 YH Meeting Shared resources via google drive
5 Oct 2017 8 – 10 a.m.	Mass briefing for all P6 pupils on P6 GLOW (including WeeBiz & Micro:bits) Keynote Speaker on WeeBiz – Ms Mabel Wee
Suggested timeline: 5 Oct – 12 Oct s	<i>Start of Code For Fun (Micro:bits)</i> <ul style="list-style-type: none"> • Pupils form a team of 4 – 5, assign roles and go through the individual and team responsibilities • Teach the Vocabulary terms and values associated with running a company and being innovators • Identify a problem – how to benefit their peers and the charitable organizations of students' choice with the products (step tracker & plant watering system) • Plan in marketing and the designing environmental-friendly digital products (step tracker & plant watering system)(from recycled materials) to showcase to customers • In groups, pupils brainstorm ideas & conduct further research • Pupils present their chosen idea to the class on how to use the products to benefit the community and share the subjects they have integrated while carrying out this project
17 Oct	<i>Product Creation and Creation of Publicity Slides for Assembly</i> <i>Lab Sessions (Refer to Lab Sessions Outline & Microbits Schedule document for more details)</i> <ul style="list-style-type: none"> • Product creation in class @ Hubs

Lesson Plan

	<ul style="list-style-type: none"> Class Presenters to create 1 – 2 publicity slides of their products for showcase on Mart Day & rehearse Ms Nadiah will meet up with Class Rep Presenters for a short briefing/run through 	
Deepavali PH PSLE Marking 18 Oct – 24 Oct	<ul style="list-style-type: none"> Product refinement at home 	
25 Oct, Wed	<ul style="list-style-type: none"> Publicity Day AM Assembly Slot: 7.30 – 8 a.m. PM Assembly Slot 12 – 12.30 p.m. 	
26 – 30 Oct	<ul style="list-style-type: none"> Final Prep for Showcase on Mart Day P6 FTs to select 2 Class Reps to go to the Charity Organisations, learn more about their causes, present their products on how they can benefit the community & come back to share with class / @ assembly (14 Nov – tentative) 	
31 Oct – 1 Nov	Mart Day	
	Showcase Prep in the morning	
Sales Period	31 Oct AM RECESS: 9.30 – 10. 30 a.m. PM Lunch: 11 – 11.30 a.m.	1 Nov AM RECESS: 9.30 – 10. 30 a.m.
2 Nov – 8 Nov	<ul style="list-style-type: none"> Pupils' group & individual evaluation & reflection on Code For Fun (Micro:bits) Student & Teacher's feedback on Code For Fun (Micro:bits) 	
6 Nov	<ul style="list-style-type: none"> P6 FTS to select Best Innovative Team (4 -5 members) who has best met the objectives of Code For Fun (Micro:bits) 	
9 Nov 1.30 – 5 p.m. (tentative)	<ul style="list-style-type: none"> Visit to the Charity Organisations by Class Reps 	
13 – 14 Nov	<ul style="list-style-type: none"> Sharing of visit experience by Class Reps within class 	

13 Nov	<ul style="list-style-type: none"> • P6 Level Awards Day: Best Entrepreneurial Team • Sharing of visit experience by Class Reps during AM assembly (tentative)
14 Nov	
(tentative)	

List of Projects (5 – 10 projects if possible) created by Students

Project 1	<p>Plant water catchment – To help the elderly at the Home for the Aged water their plants at timed intervals.</p> 	Recycled materials (e.g. plastic bottles) to build the container holding the water	Remarks / Tips to be shared
Project 2	<p>Step Tracker – To encourage the elderly, the children and the sick patients to be more fit and active by counting their steps.</p>	Recycled materials (e.g. cardboard, straps from old belts etc) to build the straps for a wearable step tracker	Remarks / Tips to be shared

Lesson Plan

	 		
Project 3	<p>Social Games e.g. Scissor-paper- stone and tic-tac-toe (with sensors etc) for the children in the children Homes to play with their friends</p> 		

Please send this template, together with any additional resources, e.g. Powerpoint slides, worksheets and .hex file, to: digital_maker@imda.gov.sg.

Lesson Plan

Contributed by:

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Name of Teacher (Optional): Ms Nadiah Hana (Upper Primary Assistant Year Head)

Date: 25 Oct 2018