

Long Qiam Pass

Subject: Learn-through-Play Carnival (Social Studies)

Level: Primary 3-4

Unit: -

Topic: Traditional Games

Summary

The pupils had to work in pairs to develop a coding for the traditional game Long Qiam Pass (Scissors, Paper, Stone). Through the coding of the game and with the use of Microbits, the pupils may have an understanding of how a traditional game played in the past can take on a new form today.



Prior Knowledge:	<p>Students should already know:</p> <ol style="list-style-type: none"> 1. the basic features of Microsoft online Makecode Editor; 2. to read simple instructions given on a set of slides.
Learning Objectives:	<p>By the end of the lesson, students should be able to:</p> <ol style="list-style-type: none"> 1. use the feature of Makecode Editor to code a game of Scissors Paper Stone using the existing symbols; 2. use the buttons on a Microbit to display symbols like a counter.

Lesson Plan

Time	Teacher Activities	Purpose	Resources Needed
Introduction/Pre-activity			
5 min	Teacher selects 2 pupils to play a quick game of Scissors Paper Stone. The winner gets to win a token. The class is then grouped into 20 groups of 2 pupils each.	To help the pupils to recall the rules of the traditional game.	
Lesson development/Main activities			
5 min	Teacher to revise the basic features of MakeCode Editor by Microsoft.		Online version of MakeCode Editor or the older version “ https://makecode.microbit.org/v0 ”
15 min	Teacher to guide with the use of the slides for each group to programme their Microbit to display either paper&stone or stone&scissors, scissors&paper, ie. any combination they want.		<ol style="list-style-type: none"> 1. Refer to the attached slides in pdf format. 2. Laptops and microbits.
Closure and consolidation/Post-activity			
5min	Pupils to use their Microbit to display the required symbol. They will go around and challenge other groups to a scissors-paper-stone game. The first group with the best of 3 games will win.		
	<i>(Optional post-class activity)</i> Pupils to write a short journal entry about their experiences in playing the game using Microbits.		

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

Contributed by:

Name of School: Gongshang Primary School

Lesson Plan

Name of Teacher (Optional):

Date: 15 Feb 2019