

## “AN INCREDIBLE ADVENTURE”

**Subject:** ENGLISH

**Level:** Sec 1

**Unit:** Narrative Essays

**Topic:** Incredible Stories

### **Summary**

Fictional narrative essays can be fun especially when exercising creativity and innovation on inanimate objects around them. Students can generate multiple storylines based using their creativity and inventiveness using random objects around them.

<Please insert a photo here that is representative of the lesson idea. This photo will be used as the thumbnail of the lesson idea when it is posted on the Digital Maker website.>

<b>Prior Knowledge:</b>	Students should already know: <ol style="list-style-type: none"> <li>1. Logical Operators in Visual Coding</li> <li>2. Random &amp; IF functions</li> <li>3.</li> </ol>
<b>Learning Objectives:</b>	<b>By the end of the lesson, students should be able to:</b> <ol style="list-style-type: none"> <li>1. Create a fun fictional narrative essay based on random images generated.</li> <li>2. Improve oratorical skills and verbal confidence.</li> <li>3. Infuse Joy of Learning English &amp; Ignite Creativity with Technology</li> </ol>

Time	Teacher Activities	Purpose	Resources Needed
<b>Introduction/Pre-activity</b>			
5 mins	Teacher shakes a microbit several times to demonstrate that the image changes with every iteration.	Teacher explains that random objects can form interesting storyline.	Microbit with a battery supply.
<b>Lesson development/Main activities</b>			
5 mins	Students are grouped in groups of 4. Instruct students to program the microbit to generate 10 random numbers	Think-Pair-Square.	Laptop. Microbit.
20 mins	Instruct students to program the microbit to generate 10 random objects each tagged to a random number.	To generate a random image each time the microbit is shaken. Sounds may be included into the code to inject more fun	Laptop. Microbit.

Lesson Plan

		to learning.	
10 mins	Student 1 & Student 2 alternate between themselves shaking the microbit.	The student who shakes the micobit has to add the image element to the storytelling narrative.  The 3 <sup>rd</sup> & 4 <sup>th</sup> students becomes the judge to check on the diction, grammar & storyline.	Mictobit with a battery supply.
10 mins	Teacher shakes a microbit with a number generator to call the corresponding groups to share their stories.	Public speaking. Sharing opportunity.	Mictobit with a battery supply.
<b>Closure and consolidation/Post-activity</b>			
5 mins	Teacher concludes that fun narrative essays can be generated from any random object .	One has to exercise flexibility and creatively.	
(Alternate Lesson)	<i>The random generator in created in this lesson can also be used for a memory game.</i>	<b>Rules &amp; Regulations</b> <ul style="list-style-type: none"> <li>• 2 students can alternately shake the microbit and recall the cumulative list of images or numbers generated by the microbit.</li> <li>• A 3<sup>rd</sup> student can be the judge of the game listing manually the items that appear.</li> <li>• Game stops when a mistake is made by any one of the student.</li> </ul>	Microbit Battery Supply

Please send this template, together with any additional resources, e.g. Powerpoint slides, worksheets and .hex file, to: [digital\\_maker@imda.gov.sg](mailto:digital_maker@imda.gov.sg).

**Contributed by:**

Name of School: JUYING SECONDARY SCHOOL

Name of Teacher (Optional):

Date: 9 March 2018

## Lesson Plan

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