

Greenview Secondary School

Lesson Plan

Name of Teacher : Lie Hui Min

Subject : Mathematics

Level / Stream : Sec 2 Express / Sec 3 Express

Topic : Applications of Trigonometry

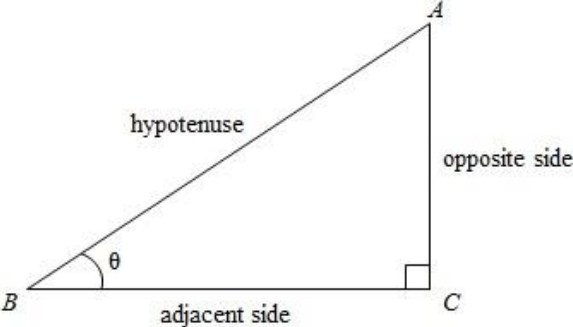
Lesson Duration : 90 minutes (3 periods)

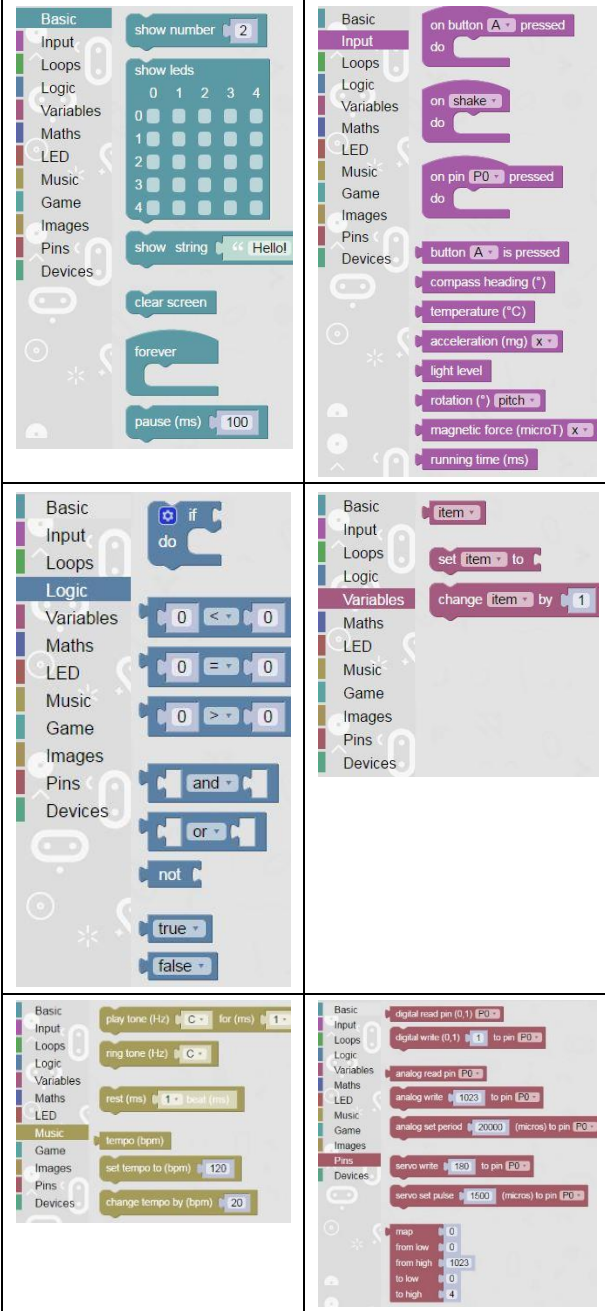
Prior Knowledge	:	Students are able to <ol style="list-style-type: none"> <li>a) explain what trigonometric ratios of acute angles are,</li> <li>b) find the unknown sides in right-angled triangles,</li> <li>c) find the unknown angles in right-angled triangles,</li> <li>d) apply trigonometric ratios to solve problems in real-life contexts and</li> <li>e) <b>perform basic* programming using Microsoft Block Editor.</b></li> </ol>
Specific Instructional Objectives	:	At the end of the lesson, student will be able to <ol style="list-style-type: none"> <li>a) identify the angle of elevation,</li> <li>b) <b>use Microsoft Block Editor (<a href="http://microbit.org/code/">http://microbit.org/code/</a>) to create a simple code** to measure angle of elevation using a micro:bit</b> and</li> <li>c) solve simple practical problems in two and three dimensions including those involving angles of elevation.</li> </ol>
Lesson Approach / Pedagogy	:	Learning Experiences <ul style="list-style-type: none"> <li>▪ Learning Mathematics is more than just learning concepts and skills. Equally important are the cognitive and metacognitive process skills. These processes are learned through carefully constructed experiences.</li> <li>▪ Students to have opportunities to discuss the use of trigonometric ratios in real life.</li> </ul>
Teaching Resources	:	<ol style="list-style-type: none"> <li>a) New Syllabus Mathematics Shinglee (Textbook)</li> <li>b) <b>Micro:bit Website (<a href="http://microbit.org/code/">http://microbit.org/code/</a>)</b></li> <li>c) Mathematics Learning Experience Activity (Annex A)</li> <li>d) <b>Teacher Micro:bit Guide (Annex B)</b></li> </ol>

\* Students attended a 1-hour lesson on the user-interface of MBE prior to Math lesson

\*\* Use of micro:bit to measure real world data

Complexity of code depends on student's proficiency in programming

Duration	Instructional Procedure	Pedagogical Consideration
15 mins	<p><b>Lesson Introduction</b></p> <ul style="list-style-type: none"> <li>Teacher does a short recap on trigonometric ratio of acute angles.</li> </ul>  $\sin \theta = \frac{opp}{hypo}, \cos \theta = \frac{adj}{hypo}, \tan \theta = \frac{opp}{adj}$ <ul style="list-style-type: none"> <li>Teacher shares the objectives of the lesson.</li> </ul> <p>At the end of the lesson, student will be able to</p> <ol style="list-style-type: none"> <li>identify the angle of elevation,</li> <li>use Microsoft Block Editor (<a href="http://microbit.org/code/">http://microbit.org/code/</a>) to create a simple code to measure angle of elevation using a micro:bit and</li> <li>solve simple practical problems in two and three dimensions including those involving angles of elevation.</li> </ol> <ul style="list-style-type: none"> <li>Teacher issues Mathematics Learning Experience Worksheet (Annex A) to the students and explains to students the procedures of the activities so as to achieve the objectives of the lesson.</li> </ul>	<p>Recap on Prior Knowledge</p> <ul style="list-style-type: none"> <li>The knowledge learners already have before they meet new information. Learners' understanding of a concept can be improved by activating their prior knowledge before learning new concepts.</li> </ul>

Duration	Instructional Procedure	Pedagogical Consideration
30 mins	<p><b>Lesson Development 1</b></p> <ul style="list-style-type: none"> <li>Students proceed to computer lab for their Task 1.</li> <li>Teacher gives a short recap and checks on the understanding of the students on the features of Microsoft Block Editor such as Basic, Input, Logic, Variables, Music and Pins.</li> </ul>  <ul style="list-style-type: none"> <li>Teacher issues a micro:bit set to each student.</li> </ul>	<p>Zone of Proximal Development (ZPD) by Vygotsky</p> <ul style="list-style-type: none"> <li>Students are allowed to work in pairs/groups for Task 1 and 2 where less competent students develop with help from more skillful peers.</li> </ul>

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	<ul style="list-style-type: none"> <li>▪ Students proceed to program their codes to measure angle of elevation using a micro:bit in pairs/groups.</li> <li>▪ Students who are more proficient in coding can be tasked to include additional features such as buzzers and LED bulbs in their codes.</li> <li>▪ Upon completion, students input their codes in the micro:bit that is ready for use.</li> </ul>	<p>Differentiated Instruction</p> <ul style="list-style-type: none"> <li>▪ Differentiated by Product (codes to include different features) for students whose readiness level is higher than others.</li> <li>▪ Assuming sufficient data of students has been collected prior to lesson.</li> </ul>
Duration	Instructional Procedure	Pedagogical Consideration
30 mins	<p><b>Lesson Development 2</b></p> <ul style="list-style-type: none"> <li>▪ Students proceed to parade square for their Task 2.</li> <li>▪ Teacher briefs students on how to collect data such as using footsteps to measure distance.</li> <li>▪ Students proceeds to identify a school building / flag pole and use their micro:bit to read the respective angle of elevation.</li> <li>▪ Upon completion of data collection, students start to make calculations to estimate the height of the identified school building / flag pole.</li> </ul>	<p>Measurement of Real World Data</p> <ul style="list-style-type: none"> <li>▪ Students are given opportunities to collect, examine and make sense of real-life data.</li> </ul>
Duration	Instructional Procedure	Pedagogical Consideration
15 mins	<p><b>Lesson Closure</b></p> <ul style="list-style-type: none"> <li>▪ Students discuss their findings in pairs/groups and share their learning.</li> </ul> <p>Possible discussion points include</p> <ol style="list-style-type: none"> <li>a) the different codes each student creates,</li> <li>b) how to measure distance of <math>D</math> accurately,</li> <li>c) how to identify the angle of elevation,</li> <li>d) the reasons why the height of the building / flag pole may have slight differences for each set of calculations.</li> </ol> <ul style="list-style-type: none"> <li>▪ Teacher selects students to present their findings and facilitates the learning process.</li> <li>▪ Teacher issues homework to students for further consolidation of learning.</li> </ul>	<p>Consolidation of Learning</p> <ul style="list-style-type: none"> <li>▪ Learning is reinforced as students discuss and bring about each other's ideas together to form their own understanding.</li> </ul>

Mathematics Learning Experience Activity  
Applications of Trigonometry (Angle of Elevation)

Annex A

Name: \_\_\_\_\_ ( )

Date: \_\_\_\_\_

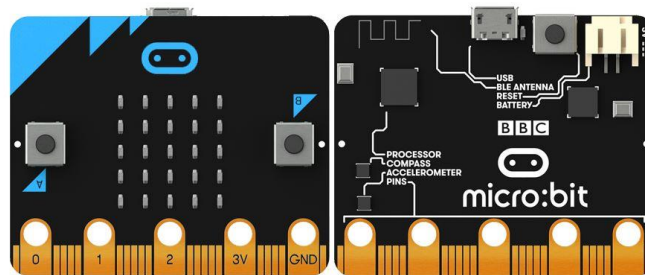
Class: Sec \_\_\_\_\_

**Objective:** To find the height of a school building / flag pole by measuring the angle of elevation with a micro:bit.

**Tasks**

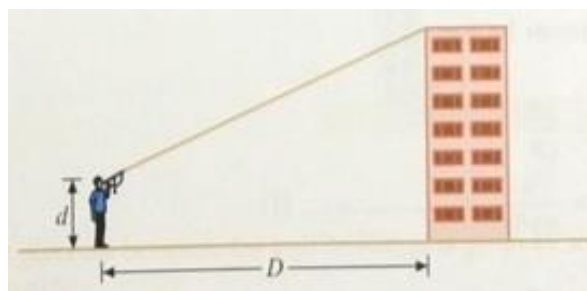
When we look at an object that is higher than us, the angle that the line of sight makes with the horizontal is called the **angle of elevation**.

**Task 1 (In the computer lab)**



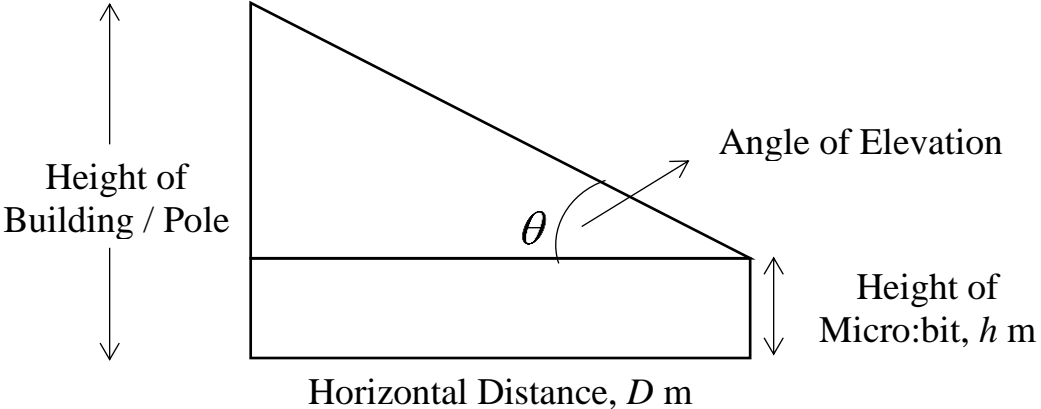
- Access the website <http://microbit.org/code/>.
- Click on Let's Code for Microsoft Block Editor.
- Create a code to read angle of elevation using a micro:bit.
- Input your code to your micro:bit.

**Task 2 (At the Parade Square)**

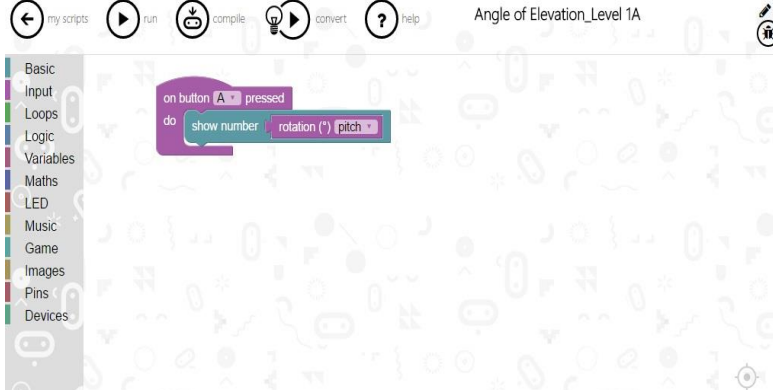
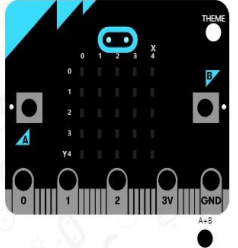
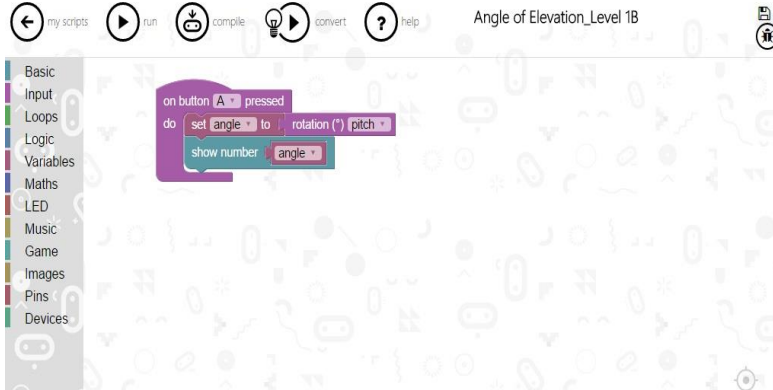
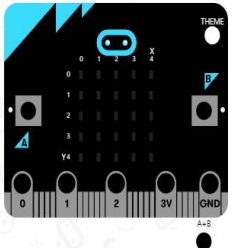
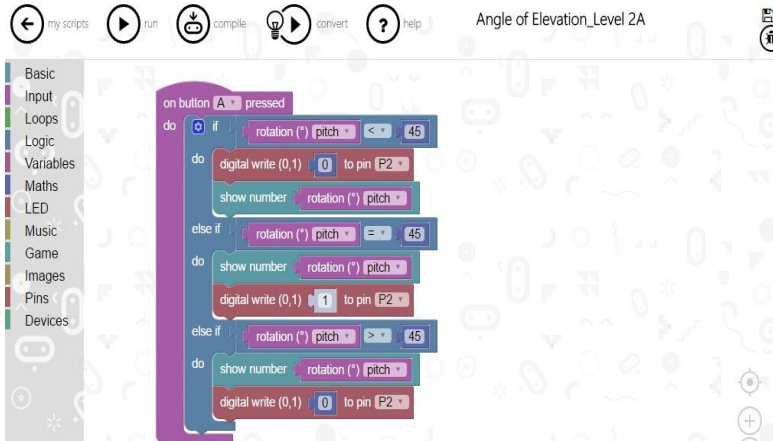
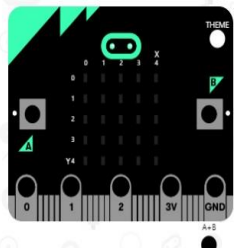
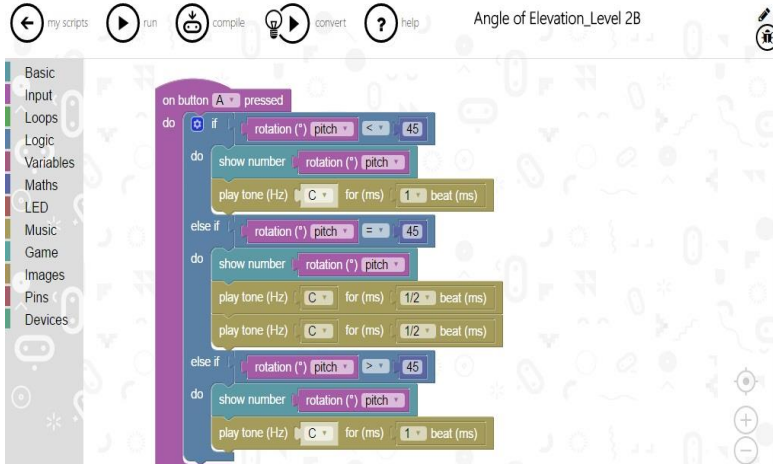
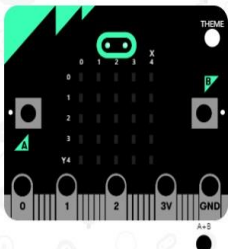


- Find a school building / flag pole that can be observed from the parade square.
- Measure the height,  $d$  m, of your micro:bit from the ground.
- Measure the horizontal distance,  $D$  m, from the foot of the school building / flag pole to where the micro:bit is.
- Read the angle of elevation from the micro:bit.
- Estimate the height of the school building / flag pole from the readings.

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Height of Micro:bit, $h$ m =				
Number of Foot Steps	Horizontal Distance $D$ m	Angle of Elevation $\theta$	Working	Height of Building / Pole
20				
30				
40				
50				
60				

<p>Level 1A (Basic)</p>	 <p>Scratch code for Level 1A: When button A is pressed, show the rotation of pitch.</p>	 <p>Micro:bit board with a blue LED lit.</p>
<p>Level 1B (Basic)</p>	 <p>Scratch code for Level 1B: When button A is pressed, set angle to rotation of pitch and show it.</p>	 <p>Micro:bit board with a blue LED lit.</p>
<p>Level 2A - Light (LED bulb)</p>	 <p>Scratch code for Level 2A: When button A is pressed, use if-else logic to turn an LED on or off based on pitch rotation.</p>	 <p>Micro:bit board with a green LED lit.</p>
<p>Level 2B - Sound (Buzzer)</p>	 <p>Scratch code for Level 2B: When button A is pressed, use if-else logic to play different tones based on pitch rotation.</p>	 <p>Micro:bit board with a green LED lit.</p>