



# Lesson Activity Sheet

**School: Malpas Court**

Date: 20/01/15

Class size: 20-30

Year group: 6

Application used: Numbers (spreadsheet) and Subway Surfer

Resources: 15 ipad minis, interactive whiteboard, Paper, Pencils

## Topic: Handling Information - Subway Surf Experiment

### Overview:

This lesson uses the knowledge learned from the previous lesson to create their own table and graph.

### Week 2

### Learning Objective/s:

1. To be able to enter data into cells and adjust cells to fit
2. To be able to format cells and the data within e.g. colours and fonts
3. Some children will begin to use **functions** such as 'Average'

### Learning Outcome:

Each child will have made a spreadsheet within their group with all the names of the children they have worked with and their scores on subway surfer. Students will have entered and formatted data appropriately and the more able may have produced graphs to illustrate the data .

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## **LESSON OUTLINE**

### **Starter (10 mins)**

Children to get into groups of two or three create a hand drawn table in which to place scores in.

### **Input/Discussion (5 mins)**

Teacher to reiterate some of the key points from last week (uses of data, etc). Ask the class what they remember.

### **Activity(10 mins)**

Children to have 3 goes of the game each, after each turn they will record their scores in the table they just created.

### **Input (5 mins)**

Teacher to ask children to then create a table in numbers similar to the one they have hand drawn. Make sure children are aware of how to input text into the cells. Then, with the use of the interactive board, quickly show them again how to generate a graph from their results.

### **Activity (15 mins)**

Children are to produce their tables in the numbers app and input the data they have generated from the game and create a graph from those results.

***extension: Brighter pupils can see if they can generate an average score and create a graph using the figures they created.***

### **Plenary/Reinforcement (5-10 mins at the end)**

Recap on learning objectives and ask pupils who would like to have a go on the teachers (whiteboard iPad ) to show the class how to complete a range of quick tasks...eg turning text blue or making a column wider.!

It is important to gauge the level of learning that has taken place across the whole class and so to that end it is often appropriate to have a show of hands for each learning objective. Pupils can show 1 to 5 fingers indicating how well they feel they grasped each concept or learning objective. Alternatively, you can use a simple sketch app to turn the iPad into a mini whiteboard that they can hold up with a number drawn on.

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# **Differentiation and Extension**

For the less able pupils secondary 1to1 input may be given when the data entry phase begins. They can also ignore the 'functions' aspect of the lesson and concentrate more on formatting the cells and data in pleasing colours etc.!

For the more able pupils there is an opportunity to explore basic functions as well as import suitable graphics and the production of appropriate charts and graphs to display the data. You may also wish to look at ordering the score results in 'ascending' or 'descending' order.!

## **National Curriculum:**

- 1. Handling Information**
- 2. Recording and entering data**
- 3. Manipulating and displaying data**