Lesson Plan

Instructions in JavaScript language. Revision of material.

Level, age of the students:	14-18
Subject:	IT occupational subjects
Subjects involved:	Information echnology
Aims:	A student fluently uses instructions: conditional, iterative, choice in JavaScript language. A student can apply proper instruction to the task, he/she understands how it works. A working student can manage time and independently look for creative solutions. A student knows what a programmer's occupation is. A student can list and discuss occupations connected with programming.
Suggested # of students per group:	Individually
Time of the main activity:	**10-15'**
Material:	A test, mobile phone, tablet, computer, an interactive monitor
Competences:	Maths competences – logical and analytic thinking skills, Digital competences are harmonious composition of knowledge, skills and attitudes which enables living, studying and working in a society using digital technologies. A learning skill.
Preparatory actions if any:	Getting to know students' knowledge from the scope of IT field occupations related to programming.

	Reminding information what iteration is and how iterative instructions: for, while, do.. while – work. Reminding information how conditional instruction “if” and choice “switch” works. Introduction to creating boards in JavaScript language.
Expected results:	A student uses instructions in JavaScript language, writes a code of the programme in a thoughtful way, is able to analyse problems and find solutions, fixes mistakes resulting from operation of the programme, is creative. A student will get to know occupations connected with programming.
Expected difficulties:	Students can’t use iterative instructions correctly in programmes, low efficiency of logical thinking. Students won’t be able to list occupations connected with programming.
Follow up if any:	Perfecting the skill of logical thinking.

TIME	**PROCEDURE (T: TEACHER; SS: STUDENTS)**	**METHOD, TOOLS**
1-3’	**Aim:** getting to know students’ knowledge from the scope of IT field occupations related to programming. **T:** using menti application write down what occupations you know connected with programming. **SS:** students write down occupations in application. Written occupations appear automatically on the projector. **T:** analyses with students given answers.	A computer or a mobile phone or a tablet, an interactive monitor https://www.menti.com/
5-8’	**Aim:** Making students familiar with specific occupations connected with programming.	A computer or a pobile phone or a tablet

	T: With the usage of CCPA platform log in and do a task depending on matching a occupation to a description – appendix number 1. **SS:** Log in a platform. **T:** After finishing the task, the teacher discusses individual occupations.	https://platform.counselling-ccpa.com/ An interactive monitor
5-8'	**Aim:** Checking predispositions to the chosen IT occupations **T**: With the usage of CCPA platform log in and solve a one-choice test – appendix number 2 **SS:** log in on the platform **T:** getting to know results and learning about predispositions	A computer or a mobile phone or a tablet https://platform.counselling-ccpa.com/ An interactive monitor