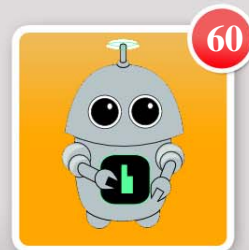




Preparation



Learning



Creating a Python Conversion Program

DFE Computing Curriculum Subject Content Covered:

Key Stage 3 Subject Content:

- use computational abstractions that model the state and behaviour of real-world problems and physical systems.
- use two or more programming languages, at least one of which is textual
- design and develop modular programs that use procedures and functions

Resources and Preparation:

You will need to be aware of `:`, string, integer (int), float (for decimal input), time function.

You also may want to practice the exercise yourself before running it with your students. Detailed resources are available here:

https://docs.google.com/document/d/1qNjS4R60FtwU3Gmw8N5vuR6Yspxk_fgKtOoOrgWA45g/edit?usp=sharing

Lesson Outline:

The detailed notes in the lesson resource link (google doc) show progression of a Python Conversion Program.

You could give the students this whole document and get them to work through it or you could chunk it and develop the program with your students.

The stages in the program development are:

- Original simple solution
- A developed, less messy solution
- Integer (a whole number) is switched to float (a decimal number)
- A visual context was added to make it more fun
- Students are set the task to convert something else!

This lesson would best suit...

Gender Neutral/Socio-Economic (Python is free)



Resource Contributor/s:

@nbsict nbs@hurworthschool.org.uk acd@hurworthschool.org.uk