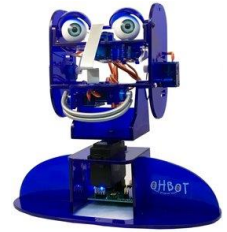


Year 6 - Lesson 5: Welcome to our school

Learning Intention

- I can program Ohbot to fulfil a real world job



Introduction

Today we are going to draw on the skills we have in learnt in previous years to write our very own computer program that fulfills a real life scenario. The skills we will be using are:

1. *Ask name*
2. *Ask and wait*
3. *If command*
4. *If then else command*
5. *If current hour.*

Today, Ohbot will be the telephone receptionist at Castlevew School. Has anyone heard the message you get when you ring Castlevew School? Do you know who is speaking? (Mrs Smith) Do you know any of the options you are given?

Teacher Input

Ask the children for their responses to the following questions and record their ideas on the working wall. What do you think a school telephone receptionist should say first? (Usually they would say a welcome message. They may then ask the caller their name. The receptionist can then respond to the caller using their name. They might also say good morning or good afternoon depending on the time of the day.)

What would be the next step? (Usually the telephone receptionist would then provide the caller with a list of options.) What might those options be in a school? Who might you want to speak to in a school? (office/head teacher ect)

The telephone receptionist would then ask ask the caller more questions depending on who they have asked to speak to within school.

Ask the children to suggest ways we could solve any of the ideas on the working wall using Ohbot language. What projects have we already written that use these skills?

Finally, run the demonstration code for the children to provide them with further ideas for the development of the project.

Activity

Children to write the code which allows Ohbot to be a school telephone receptionist.

Extension

Children to write detailed code for more than one department/option.

Plenary

Show some good examples of children's projects to the class. How did you find today's lesson? (Thumbs up, down, middle)

Activity 1: Possible opening

```
when clicked
say Welcome to Castle view school until done
wait 5 secs
ask What's your name? and wait
if current hour < 12 then
say join Good morning answer until done
if current hour > 12 then
say join Good afternoon answer until done
say How can I help you today? until done
ask Press 1 for the school office. Press 2 for the head teacher. Press 3 for the caretaker. Press 4 for the computer technician and wait
```

Activity 2: Choices

```
say How can I help you today? until done
ask Press 1 for school office. Press 2 for the caretaker. Press 3 for the headteacher. and wait
if answer = 1 then
say Hello! This is the school office. until done
if answer = 2 then
say Hello! This is Mr Thrower, the caretaker. until done
if answer = 3 then
say Hello! This is Mrs Muclusky the headteacher. until done
```

Activity 3: Developing one option (eg School office)

```
if answer = 1 then
  say Hello! This is the school office. until done
  ask Press B for residential trips. Press C for school dinner enquiries. Press D to report a pupil absence. and wait
  if answer = B then
    ask Which trip do you want? PGL or JAC and wait
    if answer = PGL then
      say The cost is £250 until done
    else
      if answer = JAC then
        say The cost is £300. until done
  if answer = C then
    say join Today is current day of week until done
    ask What option do you require? Press M for meat or Press V for veg and wait
    if answer = M then
      say Today we will be serving roast chicken. until done
    else
      if answer = V then
        say Today we will be serving lentil bake until done
  if answer = D then
    ask What is the name of the child who is absent? and wait
```

The image shows a Scratch script for a school office simulation. The script starts with an 'if' block checking if the answer is '1'. If true, it says 'Hello! This is the school office.' and asks the user to press B, C, or D for different options. It then branches into three main sections based on the user's choice: B (residential trips), C (school dinner enquiries), and D (reporting a pupil absence). Each section contains further conditional logic and actions.