|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Lesson** | **Warm-up** | **Main Teaching** | **Activity / Assessment** | **Plenary** | **Resources** |
| Growth Mindset | Ask: what do we understand by the term ‘Growth Mindset’?  Elicit that growth mindset is simply about working hard, in spite of failure or mistakes, and by doing so, we develop our brains and talent.  Show students this [video](https://youtu.be/-_oqghnxBmY) about the differences between a growth mindset and a fixed mindset.  Discuss the ideas that these two videos bring up. | Explain that for this lesson, to develop our understanding of growth mindset, children will be given a series of challenging activities to complete.  Elicit from the students that fixed mindset takes a more rigid view of learning, that intelligence is fixed at birth and we are either natural experts at something or we are not. Fixed mindset individuals are more likely to stick to things they are good at. | In rotation, the students will work across five different stations in the makerspace:  **Station 1** - 2 Dash robots connected to the iPads. ([Blockly](http://technologyforlearners.com/classroom-activities-using-dash-dot-robots/))  **Station 2** - Design a brain using [3D Printer Pens](http://technologyforlearners.com/using-the-3d-printer-pens-to-teach-geometry/). Students watch [video](https://www.youtube.com/watch?v=ztbeCQAWkJQ), to help get started.  **Station 3** - [Osmo kit activities](http://technologyforlearners.com/osmo-ipad-apps/), e.g. Tangram.  **Station 4** - Digitally paint or draw a brain and label using the [Wacom pen tablet](http://technologyforlearners.com/creating-digital-art-with-a-wacom-pen-tablet/) and ArtRage Lite software.  **Station 5** - Students should use the 3D Brain apps (“3D Brain” & “The Brain AR App”), to research the human brain. As an extension, children can create a video using iMovie and the [Green Screen](http://technologyforlearners.com/video-production-with-the-padcaster-green-screen/), to show what they have learnt. | Ask: which activity did you find most challenging? How does having a growth mindset help us to overcome challenges?  Discuss the fact that many tasks in life take time and effort to master - symbolised in this case by activities in the makerspace room. | Access to a makerspace room. |