

## Example lesson plan and supporting materials

Most schools that make Discovery Tours available will only be able to run the game from a single computer. This is because Discovery Tours requires a gaming PC, not state of the art, but likely to cost between £500- £1000. This lesson plan therefore assumes that the class has access to a single copy of the game.

Example History lesson using Discovery Tours	
<b>Year 4 History</b>	<b>Learning objective:</b> To understand how Ancient Egyptians grew crops using water from the River Nile
<b>National curriculum requirements:</b> <i>'Pupils should be taught about the achievements of the earliest civilizations and a depth study of one of the following (includes Ancient Egypt)'</i>	<b>Success criteria:</b> 1) Know why the Nile was necessary for growing crops in Ancient Egypt 2) Name some of the equipment that Ancient Egyptian farmers used 3) Describe the three seasons and how they affected farming 4) Ask questions about farming in Ancient Egyptian times and answer some of these using software
<b>Lesson opening</b>	Place some stimulus in the room relating to farming in Ancient Egypt. These could be photographs, equipment, models or maps. Elicit questions and theories from the children; record these for investigation during the lesson (this could be done on groups and then fed back to the class).  The teacher outlines the lesson objective and explain that we are going to use a range of sources to try to answer some of the children's questions.
<b>Activity 1</b>	The teacher show the Discovery Tours program, having it pre-loaded and ready at the 'Ancient Egyptian Cultivation' tour.  The teacher guides the class around the scene and discusses whether any of our questions have been addressed. Record any new questions or thoughts. Allow the children turns at guiding the character around.  Point out:

	<ul style="list-style-type: none"> <li>- The proximity of the Nile</li> <li>- Environmental challenges</li> <li>- Human activity</li> </ul>
<b>Activity 2</b>	<p>Hand out worksheets (from supporting materials). The teacher starts the tour by walking up to the marker and pressing the 'Y' button.</p> <p>Children fill in the information as they complete the tour. Record any additional information and vocabulary.</p>
<b>Independent Task</b>	<p>Children complete a piece of writing about farming in Ancient Egypt. This can be scaffolded according to the needs of the task, with question prompts and vocabulary provided.</p> <p>Alternatively, children write about pictures provided by the teacher.</p> <p>While children are doing their writing, the teacher can allow individuals/groups to further example Discovery Tours. <i>(This may be distracting for the resto of the class, but the teacher may allow this excitement in this particular lesson!)</i></p>
<b>Plenary</b>	<p>Review children's learning and further questions. What other areas of Ancient Egyptian life would they like to investigate?</p>
<b>Further learning</b>	<p>Children could create artwork about farming in Ancient Egypt. They could also build models of plants growing and shadoofs.</p>