

Technology Lesson Planning Sheet

version :7.5

24-May-04

Teacher	S Nicholson	Subject	GPS Product Design (Project 1)
Teaching group	10L/M	BromCom Code	

(if different from teaching group label)

Day	Monday/Friday	Date	Lesson No. :	22-24 of 39
Topic	3D Rendering to Plan of	NC ref / SoW ref:	Key Stage 4	

Learning Objective(s) (by the end of this lessons pupils should understand / know / be able to...)

- Explore different mediums for rendering and choosing a preference
- Develop skills and techniques with the chosen medium
- Apply what has been learned to a final rendering of your product to produce a quality result
- Decide what works and correct errors when necessary or choose to start again
- Evaluate the technique and style of other's work and resolve to develop my own technique accordingly

Special Needs / differentiation

- All must... all should complete one full 3D drawing with rendering using a chosen media
- Most should most should complete both a planometric and 2 point perspective drawing, one with colour rendering.
- Some should some should have progressed towards colouring photocopies of their work to develop promotional material

Literacy		I.C.T.		Numeracy	
Annotation	y	CAD	y	Averages	o
Answering Q in full sentences	o	Databases	o	Calculations (general)	o
Crossword / Wordsearch	o	Internet use	o	Graph drawing; scales	o
Keywords	o	Spreadsheets	o	Interpreting Data	o
Labelling diagrams	o	Word Processing	o	Measuring	o
Reading books / worksheets	o	Other	o	Other	o
Writing frames	o				
Other (give details)					

Starter Activity

- Write the Homework in your diary
- Get out last week's homework
- Freehand sketch two different 3D views of your product (fast pace - 5 min. each)

Homework Collect and bring in "found" items/materials, that can be used to make your model more realistic and detailed

Due in : next week

Main Lesson Activities

- Produce a Formal two point perspective drawing of their product including the surface on which it sits. .
- Produce a formal Isometric view of the product. (both to be able to be photocopied on cartridge paper). Explore different media to produce a colour rendering of one (1) of the pupils 3D drawings
- Draw a sequentiial plan for the making of the product, in the form of an illustrated flow diagram or a mind map.
- Discuss - techniques to assure quality and control of the chosen media
- Students to tie tag and hand in all course-work for formal assessment.

Plenary Gallery - evaluate the product and style of the work within the group

Learning Checks / assessment & summary

Discussion with pupils	o	Q/A session with whole class	y
Looking at folders / written and sketched work	y	Test	y
Practical outcome	y		

Other

Evaluation of the lesson may be found on the reverse of this lesson plan

Key: o = possible, y = included, ? = may be