

Technology Lesson Planning Sheet

version :7.3

24-May-04

Teacher	S Nicholson	Subject	Sustainable Habitats (Project 3)
Teaching group	10L/M	BromCom Code	

(if different from teaching group label)

Day	Monday/Friday	Date		Lesson No. :	19-21 of 33
Topic	Promotional Rendering	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 habitat 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 habitat (fast pace - 5 min. each)

Homework Design and develop a house/habitat Developer's Logo (from three different ideas)

Due in : next week

Main Lesson Activities

Produce a Formal two point perspective drawing of their habitat including the environs.

Produce a planometric view of their Habitat

Explore different media to produce a colour rendering of one (1) of the pupils 3D drawings

Discuss - techniques to assure quality and control of the chosen media

Evaluate the technique and style of other's work to examine further possibilities

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			