

Technology Lesson Planning Sheet

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Teacher	S J Nicholson	Subject	Graphic Products - Pop Up Cards
Teaching group	7 P/H	BromCom Code	

(if different from teaching group label)

Day	Tuesday and Thursday	Date		Lesson No. :	2 of 6
Topic	Logo's	NC ref / SoW ref:		Key Stage	3

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

In order to design effectively you need to be clear about what is needed

Understand what is needed in a logo

Understand the principles of simple mechanisms

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Special Needs / differentiation

All must... all should produce a simple specification and some logo designs

Most should most should produce a detailed specification and some logo designs

Some should some should produce a detailed specification and four designs of high quality

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

Other (give details)

Starter Activity

Write the Homework in your diary

Get out last week's homework

Main starter activity - to be added

Homework Find examples of paper/card mechanisms in greeting cards and/or 'pop up' books and bring in

Due in : next week

Main Lesson Activities

Review homework tasks - look at examples

Explain lesson objectives. Explain Specification

Pupils produce Specification for a Zoo flyer. Introduce Logo's - examples. Key points - recognisable, resizable, any language. Pupils design 4 logo's for the Swindon Zoo

Using assessment for learning process, pupils evaluate own and others.

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Plenary Plenary activity to be added

Learning Checks / assessment & summary

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