

Technology Lesson Planning Sheet

version :7.6

31-Aug-04

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.:	1 of 6
Topic	Cover Lesson Shape & Form	NC ref / SoW ref:		Key Stage 3	

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

Appreciate that products / board games have to be designed (Process)

Identify different shapes drawn with straight and curved sides (already known to you)

Identify different forms drawn with straight and curved sides (already known to you)

Explore ways of making a product easier to hold (curved edges - rounded corners)

Construct and analyse a 3D form - (dice) and explain the difference between a shape and a form

Special Needs / differentiation

All must... all should complete a group of shapes and forms on the space provided

Most should most should complete a full (many) group of shapes and forms on the space provided

Some should some should fully complete a rendered (shaded) dice with rounded corners and elliptical dots.

Literacy	I.C.T.	Numeracy
Annotation	y	CAD
Answering Q in full sentences	o	Databases
Crossword / Wordsearch	o	Internet use
Keywords	o	Spreadsheets
Labelling diagrams	o	Word Processing
Reading books / worksheets	o	Other
Writing frames	o	
Other (give details)		

Starter Activity

Write the Homework in your diary

Write your name, group and date on the prepared sheet provided

Quietly read the Design Process section on the sheet provided

Homework Assessed Homework - draw a matchbox empty and open in three dimensions. Higher levels will be awarded for those who also write measurements and notes with the drawing. Level 6 may be obtained by also analysing the box (taking it apart) and recreating a printed / painted / hand drawn (full size) model made from the card of a cereal box.

Due in : next week

Main Lesson Activities

Parkway procedure and Technology Faculty procedure (if first lesson)

Introduce/revise the Design Process and explain each part (see worksheet)

Construct as many shapes as possible from memory using "wire frame" thumbnail sketched in the box provided

Construct as many Forms as possible from memory using "wire frame" thumbnail sketched in the box provided

Complete a rendered drawing of a cube (dice) with rounded corners - and analyse methods of creating an "illusion" of a rendered surface - and elliptical dots.

Plenary Discuss and reinforce "target setting and levels".

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