Technology Lesson Planning Sheet

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Teacher	S J Nicholson	Subject	Travelers' Board Game Project
Teaching group	7 H/P	BromCom Code	(if different from teaching group label)

Day	Tuesday and Thursday	Date		Lesson No.:	1 of 7
Topic	Investigation	NC ref / SoW ref:		Key Stage 3	

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

Understand that games have to be designed

Appreciate the need for a specification

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Special Needs / differentiation

All must…	all should produce list of things game has to do
Most should	most should above plus list of places from which information could come
Some should	most should above plus list of places from which information could come

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	preferably	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

Starter activity to be set as appropriate

Homework

Research into three games - computer based, board based, travel game. Analyse using worksheet

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

Brainstorm 'board games' - key features. Set brief to design a travel game for Waddingtons - mind map what makes a good travel game

Introduce need for specification and identify key points. Mind map possible themes for games.

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Plenary	Plenary activity to be arranged

Learning Checks / assessment & summary

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