

# Technology Lesson Planning Sheet

version :7.6

31-Aug-04

<b>Teacher</b>	<b>S J Nicholson</b>	<b>Subject</b>	<b>Travelers' Board Game Project</b>
<b>Teaching group</b>	<b>7 H/P</b>	<b>BromCom Code</b>	

(if different from teaching group label)

<b>Day</b>	Tuesday and Thursday	<b>Date</b>		<b>Lesson No. :</b>	2 of 7
<b>Topic</b>	<b>Design Ideas</b>	<b>NC ref / SoW ref:</b>		<b>Key Stage</b>	<b>3</b>

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

Realise that effective games are composed of a number of well designed parts

Appreciate that ideas come from good research

Appreciate the need to understand what the public wants

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**Special Needs / differentiation**

All must... all should have disassembled 3 board games

Most should most should have begun to produce suitable ideas

Some should some should completed fully all tasks

<b>Literacy</b>		<b>I.C.T.</b>		<b>Numeracy</b>	
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

Starter activity to be set as appropriate

**Homework** Apply survey/questionnaire to 10 people

Due in : next week

**Main Lesson Activities**

Review homework task. Use suitable examples

Issue 4 board games for pupils to 'dis-assemble'. Working in groups of 4 pupils look at game(s) and understand the process. Use worksheets provided to record key features and improvements

Introduce method for laying out design ideas. Produce game ideas - theme, context, basic structure, parts, materials, rules.

Annotate sketches with - likes, dislikes, improvements

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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	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