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.:	3 of 7
Topic	Developing ideas	NC ref / SoW ref:		Key Stage 3	

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

Recognise that good games need a clear structure

Be aware that to get the best idea you need to have a good range of initial ideas

Know how to select the best ideas by referring to the specification

Understand that careful development of the final idea prevents time wasted during manufacture

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Special Needs / differentiation

All must…   all should produce ideas for board game.

Most should   most should annotate, use suitable colour, more detailed specification

Some should   some should complete all sketches/notes and produce suitable drawings

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	o	Other	o	Other	estimating quantities
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	Produce a 'mood board' covered in imagery and colours suitable for their game ideas
Due in :	next week

Main Lesson Activities

Review homework task and explain lesson objectives.

Develop design ideas. Refer to specification and to survey results. Game needs to be simple to play and to manufacture

Pupils select and justify chosen idea to partner who questions. All ideas evaluated, best idea(s) selected and reasons given

Clear, careful, accurate scale drawings produced of game board and pieces (if needed)

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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