Technology Lesson Planning Sheet

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.:	4 of 7
Topic	Model Planning	NC ref / SoW ref:		Key Stage 3	

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

Propose a plan for manufacture

Understand how to produce a high quality product through using quality control

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Special Needs / differentiation

All must…	all should sort out the main steps and put them in the right order
Most should	most should produce a simple step by step plan listing materials and equipment
Some should	some should follow the plan and identify changes made

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

Analysis of game packaging using clear criteria

Due in :   next week

Main Lesson Activities

Explain model planning - pupils produce simple plan

Introduce concept of 'quality control through time planning, key techniques, use of tools (e.g craft knife), equipment (e.g. stencils) and materials. Full scale drawings copied and used for manufacture

Pupils (who are ready) begin manufacture of game board

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Plenary	Plenary activity to be arranged

Learning Checks / assessment & summary

Discussion with pupils	y	Q/A session with whole class	?
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