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

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

Create and assemble the first stage of the game board

Be aware that products need good quality presentation

Special Needs / differentiation

All must…	all should work with materials - level 3
Most should	most should work with materials - level 3 and 4
Some should	some should work with materials - level 3, 4 and 5

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

Word process or write out neatly, the game rules

Due in :   next week

Main Lesson Activities

Remind pupils how to use basic cutting equipment correctly. Review checking for quality and build in as extra notes to model plan

Demonstrate second stage manufacturing process - use of crayons and/or paints to neatly colour game board.

Pupils plan elements of the game board, the pieces (e.g 'cards', the packaging and the rules, to be produced using ICT facilities

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