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

Learning Objective(s)

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

Comprehend requirements for assessment

Apply key words throughout project folder

Create game in form that can be played

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Special Needs / differentiation

All must…	all should decide best tools and materials for the job
Most should	most should decide on the best finishes for the job
Some should	some should use past knowledge to help achieve a high level of accuracy

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	y	Spreadsheets	o	Interpreting Data	o
Labelling diagrams	o	Word Processing	o	Measuring	o
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

Worksheet based on game package, making use of isometric drawing process

Due in :   Next week

Main Lesson Activities

Review folder and manufactured work produced so far. Supply checklist. Pupils order and assemble folder (including homeworks). Relate all to assessment structure. Identify key tasks for each pupil related to target

Continue manufacturing process. Pupils to observed to assess their decision maing skills

Extension tasks - manufacture of package 'base' and/or fully rendered isometric darwing of their final package

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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	y
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