

Teacher	S J Nicholson	Subject	Graphic Products - Play Park Project
Teaching group	8 P/H	BromCom Code	

(if different from teaching group label)

Day	Tuesday and Friday	Date		Lesson No.:	4 of 5/7
Topic	Drawing Skills	NC ref / SoW ref:		Key Stage 3	

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

Through careful use of time know that high quality images can be produced

Know how to use perspective drawing to produce a good quality representation

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Special Needs / differentiation

All must... all should engage with the work and attempt to improve their knowledge and understanding

Most should Most should produce examples of drawn objects using perspective methods and colour shading

Some should Produce high quality representation of their own designs

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

Homework Produce an accurate two point perspective drawing of two litter bin designs suitable for use in the play park

Due in : next week

Main Lesson Activities

Introduce basic perspective techniques. Make use of support sheets and suitable exercises eg lettering

Using the perspective grid pupils draw a climbing frame in two point. Pupils to add a ladder (degree of difficulty). S

Attempt a perspective drawing of their themed park. Colour and render.

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Plenary Plenary to be established

Learning Checks / assessment & summary

Discussion with pupils	o	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