

Technology Lesson Planning Sheet

version :7.6

31-Aug-04

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. : 5 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...)

Understand how to produce good quality drawings of play park
 Know how to convert these into workable models
 Revise how to plan for model making

Special Needs / differentiation

All must... all should develop my Design - level 4
 Most should Most should develop my Design - level 5, 6
 Some should some should develop my Design - levels 4, 5, 6

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 o
Keywords o	Spreadsheets o	Interpreting Data o
Labelling diagrams o	Word Processing o	Measuring o
Reading books / worksheets o	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 established

Homework

Identifying and bringing in at least one 'found' item for the model

Due in : next week

Main Lesson Activities

Explain model making to begin next week - use examples of GCSE models to illustrate
 Each piece of play equipment to be drawn carefully and accurately with all dimensions decided. Scale to be used 1/20th
 Explain (revise) isometric drawing technique. Use grid sheets below paper. Pupils select one item of equipment (simplest shape) to draw neatly using iso technique.
 Explain model planning process, use planning grid. Explain material ordering process

Plenary | Plenary to be established

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