nic chongraphics.com Technology Lesson Planning Sheet							
100 million (1997)					version :7.3	21-Jul-04	
Teacher	S Nic	holson	Subject	Grap	hic Products - Shop F	ronts	
Teaching gro	pup	9h/p	BromCom Code				
	•	•		(if different from tea	aching group label)		
Day	Monday	//Friday	Date		Lesson No.:	7 of 11	
Topic	Promotiona	l rendering	NC ref / SoW	/ ref:	Key Sta	ige 3	
Learning Objective(s) (by the end of this lessons pupils should understand / know / be able to)							
Explore different mediums for rendering and choosing a preference							
Develop skills and techniques with the chosen medium							
Apply what has been learned to a final rendering of your shop front to produce a quality result							
Decide what works and correct errors when necessary or choose to start again							
Evaluate the technique and style of other's work and resolve to develop my own technique accordingly							
Special Needs / differentiation							
All must all should complete one full 3D drawing with rendering using a chosen media							
Most should							
Some should some should have progressed towards colouring photocopies to develop promotional material							
Literacy		5	I.C.T.		Numeracy		
Annotation		у	CAD	У	Averages	0	
Answering Q in full sentences		0	Databases	0	Calculations (general)	0	
Crossword / Wordsearch		0	Internet use	0	Graph drawing; scales	0	
Keywords		0	Spreadsheets	0	Interpretting Data	0	
Labelling diagrams Reading books / worksheets		0	Word Processing	0	Measuring	0	
Writing frames		0 0	Other	0	Other	0	
Other (give details)		·					
Starter Activity							
Write the Homework in your diary							
Get out last week's homework							
Freehand sketch two different 3D views of your shop front (fast pace - 5 min. each)							
Homework							
TIONEWORK	Collect "found objects" that can be added to your shop front model						
Due in :	next week						
Main Lesson	Activities						
Produce a Formal two point perspective drawing of their shop front including the environs.							
Produce a planometric view of their shop front							
Explore different media to produce a colour rendering of one (1) of the pupils 3D drawings							
Discuss - techniques to assure quality and control of the chosen media							
Evaluate the technique and style of other's work to examine further possibilities							
Plenary Gallery - evaluate the product and style of the work within the group							
Learning Checks / assessment & summary							
Discussion with pu			0	Q/A session wit	h whole class	у	
Looking at folders / written and sketched work			y	Test		ý y	
Practical outcome			ý				
Other							
Evaluation of the lesson may be found on the reverse of this lesson plan Key: o = possible, y = included, ? = may be							