

DESIGNING A PILLOW CUSHION LESSON PLAN FORMAT

Class/Grade/Stage: Year 7	Date: 30/10/24	Time: Start: 2.10 Finish: 3.00
Key Learning Area(s): Tec Textiles	Lesson Topic: Designing a pillow cushion digitally	
NESA Australian Professional Standards for Teachers	Standard 1: Know students and how they learn Standard 2: Know the content and how to teach it Standard 3: Plan for and implement effective teaching and learning Standard 5: Assess, provide feedback and report on student learning	
Recent Prior Experience: <i>Last lesson designed a drawn version of their pillow cushion.</i>		
Syllabus/Syllabi Outcome(s): - General Capabilities: <div style="display: flex; align-items: center; margin-bottom: 5px;"> Information and communication technology capability </div> <div style="display: flex; align-items: center; margin-bottom: 5px;"> Literacy </div> <div style="display: flex; align-items: center;"> Personal and social capability </div> Cross Curriculum Priorities	Indicators of Learning for this lesson- learning intentions and success criteria: Learning intention(s): What will Ss know, understand and be able to do as a result of the learning and teaching: <ul style="list-style-type: none"> - Ss will know how to create a digital CANVA version of their pillow cushion, and use elements of program to design it - Ss will reflect on their design and annotate features - Ss will peer and individually reflect on their design Success criteria: How will students know they have achieved these intentions? <ul style="list-style-type: none"> - Ss have followed T steps and created a CANVA file - Ss will have created a finished digitally designed pillow cushion on CANVA - Ss will have annotated image and completed Peer Evaluation activity 	Assessment: <ul style="list-style-type: none"> - Prior knowledge of last lesson - Ss successfully follow T steps - Ss produce a digitally designed pillow case on CANVA
Any safety issues to be considered (APST 4.4.1): -	Resources: <ul style="list-style-type: none"> - Google Doc: 'Cushion Design on CANVA' - Prepared example 	

LESSON SEQUENCE

Lesson Content / Indicators of Learning/ Teaching Strategies (<i>What is Taught</i>):	Timing (<i>mins</i>)	Learning Experiences: (<i>How it is taught</i>)	Resources and Organisation: Resource, Organisation, Assessment
INTRODUCTION			
<ul style="list-style-type: none"> Ss line up outside and T brings them inside T explains lesson overview T introduces activity 	15-20 mins	<ul style="list-style-type: none"> Ss to leave bags on racks outside and bring in laptop, diary and pencil case and design from last lesson Ss to line up outside in two lines quietly and T brings them inside when settled T instructs Ss to sit in front rows (if Ss sit in two back rows, move them to the front) T instructs Ss to sit down when settles and quiet T ensures laptops are not open at the start of the lesson while speaking T marks roll T recaps last lesson and asks Ss what they learnt/did (recap prior knowledge) T explains that Ss will create a digital drawing of their cushion design using software such as CANVA T shows prepared example 	<p>Resources (for Ss)</p> <ul style="list-style-type: none"> Laptop, diary, pencil case and design from last lesson Prepared example <p>Organisation</p> <ul style="list-style-type: none"> Ss lining up Sitting in front rows Marking roll <p>Assessment</p> <ul style="list-style-type: none"> Recapping last lesson and assessing Ss prior knowledge
DEVELOPMENT			
<ul style="list-style-type: none"> T demonstrates activity with Ss for them to follow along Ss are then to complete activity independently T monitors progress 	20-25 mins	<ul style="list-style-type: none"> T instructs Ss to open up their laptops and go onto CANVA T gives demonstration, and Ss will follow along, on how to make basic cushion design template on CANVA <ul style="list-style-type: none"> Open up CANVA Search 'Pillow Case Template' Start adding elements to create design T to ensure all Ss are on the right track and have followed step instructions T gives Ss option to create a new design or modify original design digitally, that was completed on paper T instructs Ss to take a screenshot of their digital design and upload to Google Doc on Google Classroom and submit when completed 	<p>Resources</p> <ul style="list-style-type: none"> CANVA on laptop Google Doc: 'Cushion Design on CANVA' (shared on Google Classroom) <p>Organisation</p> <ul style="list-style-type: none"> Ss following along T instructions Early finishers <p>Assessment</p>

		<ul style="list-style-type: none"> • T sets time limit → Ss will have approx 20 minutes to complete design • T will walk around classroom to ensure Ss are on task • T will tell Ss when they will be coming around to ensure students are on task <p>EXTENSION/EARLY FINISHERS:</p> <ul style="list-style-type: none"> • Create screenshot into a drawing, and annotate design • Ss to complete Ongoing tests • When Ss are finished and have uploaded their design, they are to peer evaluate each others designs on second page of document <ul style="list-style-type: none"> ○ Ss ask about their opinions on the colours you have chosen, the theme, patterns and design. ○ Ss are to answer how they could improve their designs based on their peer feedback. 	<ul style="list-style-type: none"> - Ss following T instructions - Ss producing a completed digital cushion design
CLOSURE			
<ul style="list-style-type: none"> • T to check in with Ss on progress • T to instruct activities for HOMEWORK • T dismisses Ss 	5 mins	<ul style="list-style-type: none"> • Check Ss work and observe progress • If activity is NOT complete, T instructs to be finished for HOMEWORK by next lesson • Ss to complete Ongoing for HOMEWORK if not complete • T instructs Ss to get their bags and pack away, stand behind chairs • T dismisses Ss when quiet 	