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| **Subject/Code** | **CDN400** | **Teacher** | **Sachin Ameerchund** | **Campus** | **ATHS-SHARJAH / ATHS-DUBAI** |
| **Date** | **25 October 2020 - 29 October 2020** | **Class / CLUSTER** | **9.1, 9.2, 9.3, 9.4** | **Week & period Number** | **Week:9– Period: Various** |

Performance Criteria: Introduction to Shapes, Forms and Contours

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| PC1.1 | Technical Drawing |
| PC1.2 |  |
| PC1.3 | Digital Illustration |

Starter/Opening: Interactive Game – Introduction to topic….

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| Teacher Activities | Student Activities |
| * Recap on Digital Illustration Research Lesson via game * Ensure all students have submitted Portfolios + Videos from last week   New Lesson contents:   * Lesson 8: Technical and Engineering Drawing * Activity11 (Practice): The Isometric Cube * Activity 12: Draw 12 Isometric Shapes * - Recap Isometric Drawings. | Students will:   * Play a Menti.com game to Recap Digital Illustration Research Lesson * Open and Update their Portfolios * New Lesson contents: * Lesson 8: Technical and Engineering Drawing * Activity 11- (Practice): The Isometric Cube * Lesson 13: Find 5 pictures of Professional Applications * Activity 12: Draw 12 Isometric Shapes * - Reminder portfolio links * - Recap Isometric Drawings |

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| Technology Used | IPAD / Notebook |
| Apps Used | Blue Brain, Google Forms, Mentimeter, |
| Resources | PPT, quiz, LMS … (menti.com, bluebrain.app, forms.google.com) |
| AFL | Online self-assessment… |
| Differentiation | by outcome (each student will achieve a different result based on his activity completion) |
| Literacy/Writing opportunity | Students explain their understanding by |
| 21st Century skills | Critical thinking, observation skills |

Closure: Recap discussion and Q/A