

Example Lesson Plan - Coasters

Class:

Year:

Term:

Title: Creative Design – Coasters

Objectives:

Applying creative ideas to practical objects

Suggestion : design a new school emblem

Resources

- A plain coaster and designed coaster.
- Ruler.
- “Design Your Coasters” template.
- A4 sheets of plain paper.

Lesson sequence

Starter

Outline the key objectives of the lesson:

To design a picture, pattern, emblem or any other design onto a coaster.

The Lesson

1. As a class, explore the concept of how the designs may be created for the coaster (ie direct painting or transfer)
2. As a class, explore how the surface area is measured to create the design on paper (measure area using string and ruler – note maximum actual size = 90mm wide by 90mm high). – note the curved corners!
3. The class may then either use the template provided, or use a ruler to create their own template.
4. The class then create their own design
5. The completed designs are presented for discussion

Discussion

As a class, the favourite design is selected to be created into a final completed coaster.