



Literacy KS3  
Design & Technology KS3

Room Changer

## Learning Objectives

Select and present information using details, examples, diagrams and illustrations as appropriate  
Present a case persuasively, making selective use of evidence, using appropriate rhetorical devices and anticipating responses and objections  
Respond to design briefs and produce their own design specifications for products  
Generate design proposals that match the criteria

## Resources

Worksheet 1

Worksheet 2 [This may be used to extend the lesson or be a homework task]

## Introduction [Whole class]

Reference to Game: The Room Changer Sequence. If an electronic white board is available this could be played through as part of the following introduction or print outs could be used for discussion.

Analyse the room that this lesson will be presented in to begin a discussion on positive and negative learning environments.

Is the room well suited to deliver the learning objectives of the lesson?

How comfortable do the students feel?

Are the furnishings adequate?

Is the lighting good?

Is there enough space and how well is it used?

What resources are available in the room?

## Activities for Individual and Group Work

**Worksheet 1** Use as a follow up to a whole class discussion. The task could be organised as an individual, paired or small group task.

**Worksheet 2** These tasks could be homework or they could be used by individuals or groups requiring more support.

## Plenary

Review ideas generated by the Worksheets.

## Learning Outcomes and Assessment Opportunities

Identify the positive and negative aspects of learning environments.

Ability to produce a design brief showing attention to given criteria.

Ability to present information in a style and format suitable for audience and purpose.