

# Lesson plan

Title of Course: Lesson number: 1

Title: re

Date:

Time:

for Change

Aims:

1.1 Learner can identify items of equipment used in a kitchen.

1.2 Demonstrate how to use the equipment identified

Objectives: How will learners learn?

Role Plays, group discussions, facilitated discussions, pair work, games, individual work

Worksheets.

Differentiation: All aspects of VARK will be covered in the delivery; 1-1 support for learners as needed; peer support in pair and group work allowing learners to contribute at own pace;

ESD/E&D: Assessments will be offered in a variety of formats – written, visual and audio to allow for learner needs, preference and sustainability, duplex handouts; coloured paper handouts; materials available on Email/moodle;

Timings	Delivery content / resources <small>Can any resources used for the course be recycled, reused or bought locally?</small>	Tutor activities	Participant activities	Assessment method	Code of Practice: ECM
	Introduction to course	Explain course content	q/a	Suitability for this course – level of existing qualifications	
	Course enrolment & paperwork	Talk through forms, identify provider, terms & conditions, agreement, etc Assist where needed	complete forms		
	Assessment method	Facilitate discussion on types of assessment available – link to assess criteria. Why ? -introduce the need to reduce our use of paper	q/a		

	<p>Various content</p>	<p>for environmental reasons. What happens to your workbook after you finish this course? Where did the paper come from? What's the ink made from? (ESD)</p> <p>Provide equipment for learners to try out.</p> <p>Pairs game – hand out laminated, re usable labels.</p> <p>Identify the objects game – cover variety of utensils with cloth</p> <p>Role play – how to use a whisk? Potato masher etc</p>	<p>Group discussion(ESD)</p> <p>Try out camera, video, audio, workbook - compare these</p> <p>In pairs take 4 labels and attach them to the matching kitchen appliance</p> <p>Individually feel and identify 2 objects and pass the tray on.</p> <p>Individually demonstrate the items identified in game.</p>	<p>Input into discussion, ability to listen to others viewpoint.</p> <p>Ability to make a choice and express preference.</p> <p>Photo of learners and their completed task (ESD)/ Individually match pairs on worksheet.</p> <p>Video (ESD)</p> <p>Video (ESD)/ Reflective log</p>	
<p><b>Summary of Lesson: .</b></p>					

**Targets / Actions:** Any targets / actions to be carried forward onto the next session include are / topics to be visited.

**Every Child Matters theme:** 1. Being healthy 2. Staying safe 3. Enjoying and achieving 4. Making a positive contribution 5. Achieving economic well-being