P5 IPW timeline 2014

Duration		Objectives
Lesson 1	**Introduction to IPW** Teacher to state the learning outcomes of the project work Pupils to complete the K (What we know) and W (What we want to know) of elderly	• To provide pupils with an end in mind • To allow ownership of learning through KWL strategy
Lesson 2	**Briefing** Briefing on the following: • Elderly's challenges • Colour scheme/ Warm vs cool colours • Safety features in an elderly home • Concept of efficient use of space	• To provide pupils with basic knowledge needed to design the elderly Home • To allow pupils to complete the `L' (What we learn) of the KWL chart and identify areas which they need to gather information through internet research
Lesson 3	**Research** Pupils to engage in research.	•

Lesson 4	**Brainstorm**
	In groups of 8, pupils are to discuss and agree upon:
	(i) the colour scheme of their elderly Home
	     -eg: what is the dominant colour and why
	
	(ii) the profile of elderly residing in the Home
	     -eg: healthy and mobile vs sick and wheelchair bound
	     -Pg 2 of IPW booklet provides some information on profile of elderly
	
	(iii) the types of rooms in the Home
	     -compulsory rooms are toilet and bedroom
	     -members are to propose two other rooms and provide
		• Pupils to use negotiation skills and critical thinking skills to collaboratively decide on
		-colour scheme
		-profile of elderly
		-types of rooms
		-innovative feature
		
		• Group leader to record group information and present it to

	justification. Consensus must be reached for the 4 rooms (iv) the innovative feature in the Home -eg: massage chair that can function as transportation from place to place. If the innovative feature cannot be represented in the Home due to limitation of software, students will mention it in their presentation In pair, pupils to identify a room which they would be tasked to design in the next lesson.	the EL teacher by end of lesson
Lesson 5	**Brainstorm (individual room)** Using think-pair-share, pupils to brainstorm and design the room they are assigned.	• In pair, pupils to design their individual room. • In pair, pupils to write the script which will later be used for presentation.
Lesson 6	**Intro to Sweet Home** To teach pupils on how to navigate the software. Pupils to explore the software and apply what is taught.	• To equip pupils with the technical competency.
Lesson 7-9	**Design of room** Pupils to continue with the design of room	
Lesson 10	**Presentation of elderly Home** Pupils to present their product	• To develop pupils to be confident speakers.