Constant live feedback. Peer/Adult.

4. Introduce specific vocabulary and use in context.

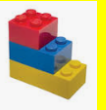**Design and Technology lesson pathway**

5. Teach and model the component of the unit (discuss, create and enquire).
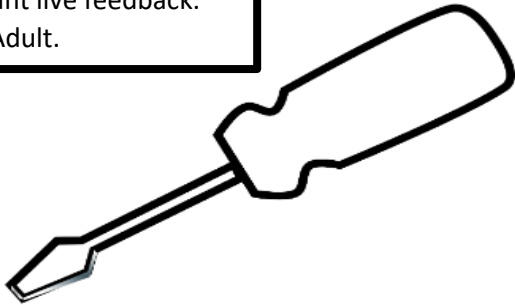
3. Introduce subject specific Learning objective and context of the lesson.

6. Active learning: Practise and embed, design or apply (make).

2. Retrieve Knowledge and vocabulary from previous lessons to improve automaticity. Refer back to the unit question and the end goal (composite).

7. Plenary:

Review and reflect.

1. Mantra:

This is a Design and Technology lesson.
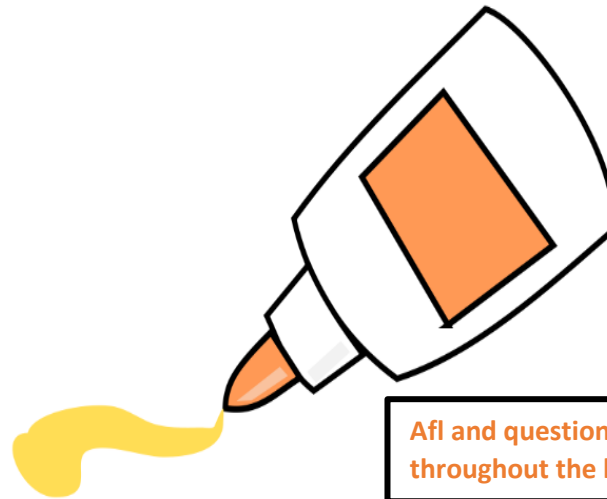
Afl and questioning throughout the lesson