

# Lesson Plan

**Teachers will have lesson planners, seating plans and assessment records attached to this plan.**

|                   |             |                      |
|-------------------|-------------|----------------------|
| Class Year 10 ICT | Subject ICT | Teacher              |
| Date              | Periods     | Support Teacher None |

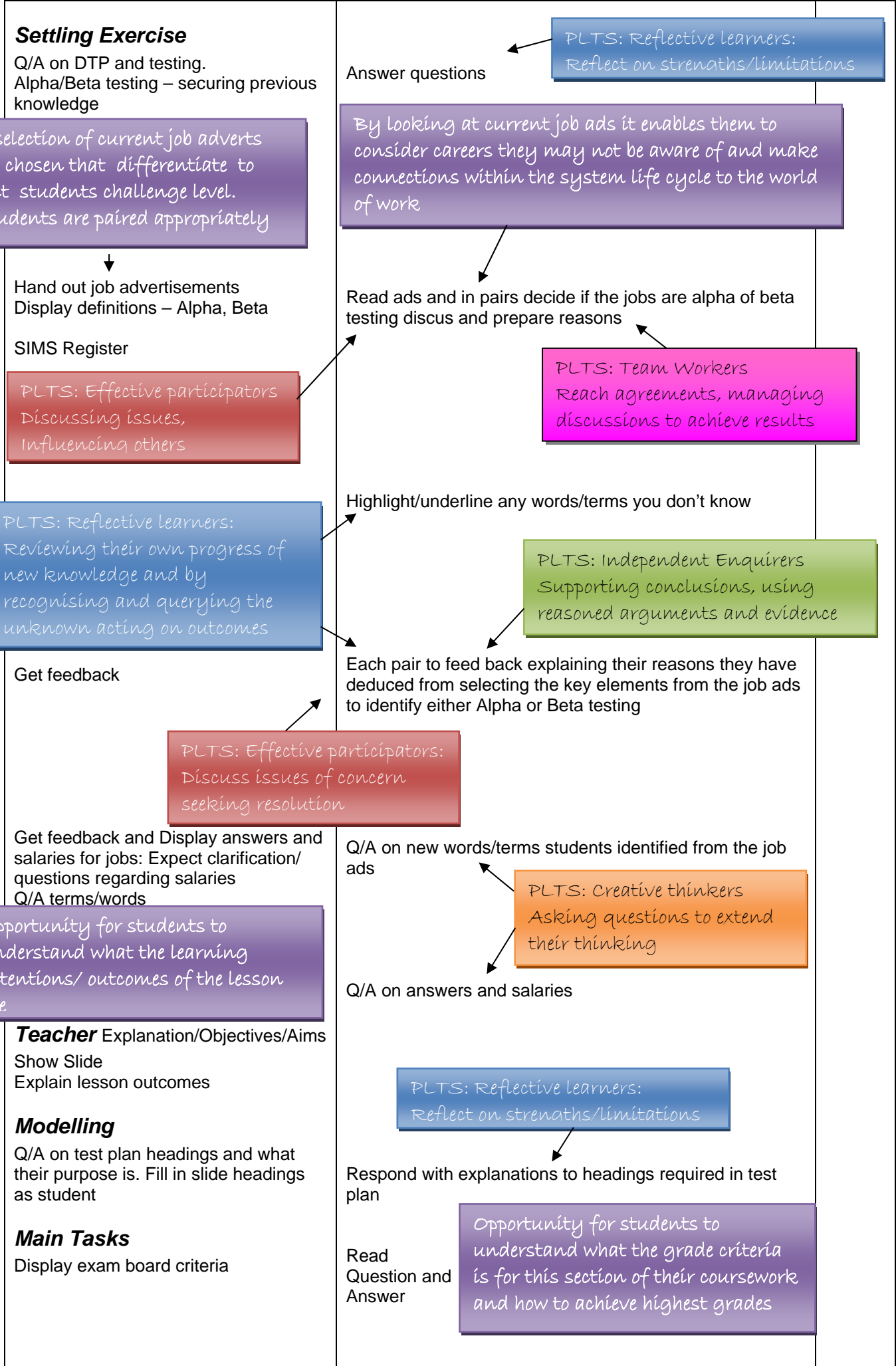
## Class Context

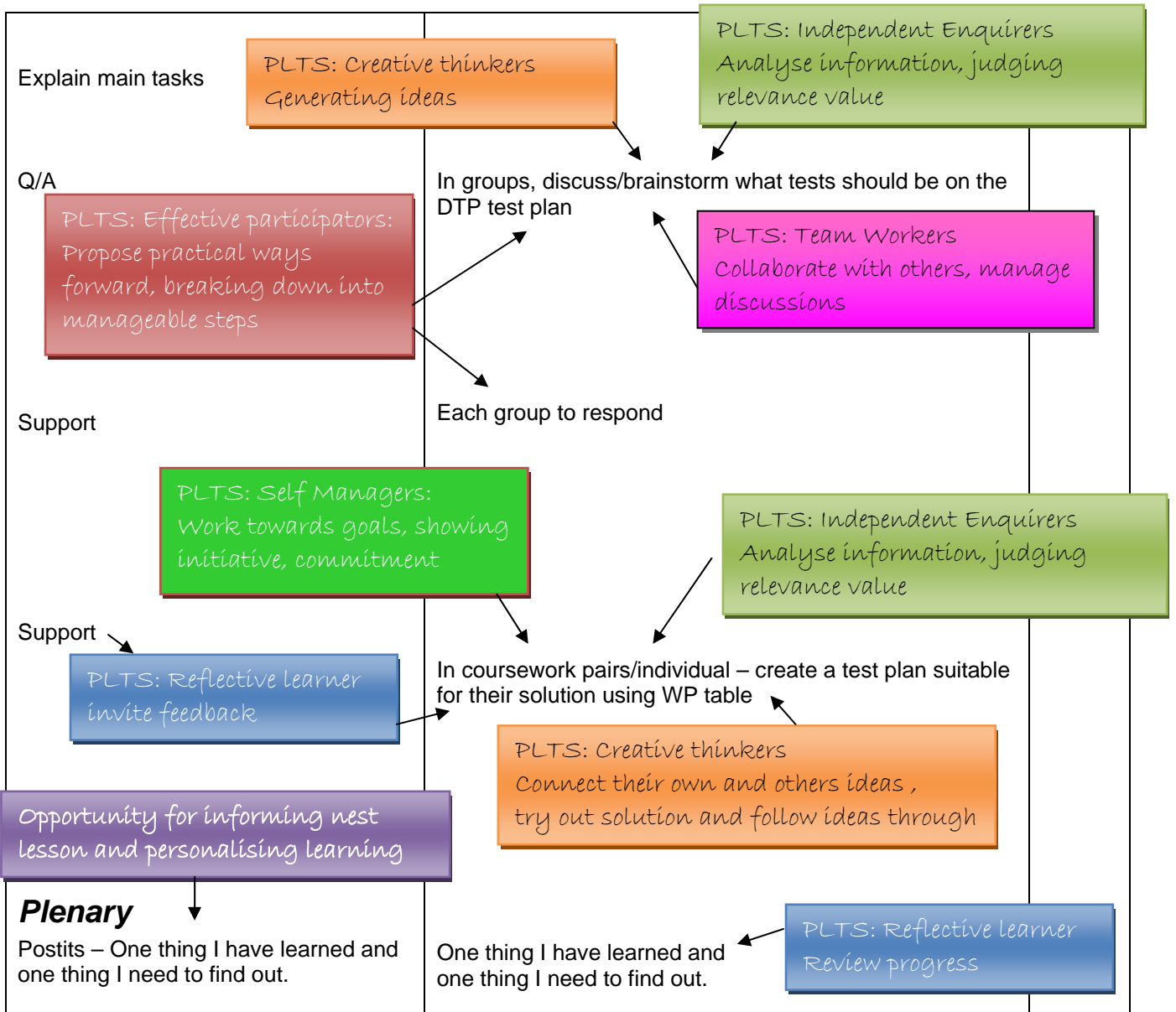
|                             |                     |             |                   |                |         |         |
|-----------------------------|---------------------|-------------|-------------------|----------------|---------|---------|
| <b>Nos. on SEN register</b> | School Action: 1    | Behaviour 2 | Learning 3        |                |         |         |
| none                        | School Action Plus: | Behaviour   | Learning          |                |         |         |
|                             | Statemented:        |             |                   |                |         |         |
| <b>EAL Level</b>            | Step                | Step 2      | Level 1 threshold | Level 1 secure | Level 2 | Level 3 |
| <b>Gifted and Talented</b>  |                     |             |                   |                |         |         |
| <b>Other</b>                |                     |             |                   |                |         |         |

|   |   |
|---|---|
| <b>Overview &amp; Learning Outcomes of Unit</b><br>To solve a users problem by creating a solution using appropriate software through a systems life cycle  | <b>Cross Reference with SoW &amp; PoS</b><br>Third piece of Coursework: DTP<br><div style="border: 1px solid purple; padding: 5px; margin-top: 10px; color: purple;">                     Would work with any project at test plan stage                 </div> |
| <b>Lesson Context: Title/Aim(s)</b><br>Test Plan and Testing<br><b>Level (see class/pupil data)</b><br>Higher and Foundation GCSE   |   |
| <b>Learning Objectives (Intentions)</b><br><p><b>All</b> will consider the purpose of a test plan and decide a range of tests and their expected outcome appropriate to the solution</p> <p><b>Most</b> will consider the purpose of a test plan and decide on a range of tests including the users requirements/system objectives and their expected outcome suitable to the solution.</p> <p><b>Some</b> will consider the purpose of a test plan and decide a range of tests to fully test the solution, including the users requirements/system objectives and acceptance testing with their expected outcome.</p> <p><b>Skills required</b> individual, group, (some paired), independent working. Knowledge of software</p> |   |
| <b>Outcomes( what pupils should be able to do at the end of the lesson)</b> <ul style="list-style-type: none"> <li>create an effective test plan (in order to detect and correct errors within the solution) that considers the expected test outcomes determined by the users requirements/system objectives.</li> </ul>   |   |

|  |   |
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| <b>Resources required:</b><br>Projector<br>Powerpoint presentation<br>Project Checklist<br>Sugar paper | Potential new terminology from Job Ads:<br>Quality Assurance<br>C++<br>Test cases: functional, integration, performance<br>Penetration tester<br>Check team<br>Freelance<br>Mobility tester<br><div style="border: 1px solid purple; padding: 5px; margin-top: 10px; color: purple;">                     Anticipating unknown knowledge for potential questioning                 </div> |
|--|---|

|                         |                       |             |
|-------------------------|-----------------------|-------------|
| <b>TEACHER ACTIVITY</b> | <b>PUPIL ACTIVITY</b> | <b>TIME</b> |
|-------------------------|-----------------------|-------------|





**Additional Learning Opportunities (where appropriate):**

| Literacy                               | Numeracy     | Work-Related Learning (14-19) |
|--|--------------|-------------------------------|
| Key Words                              | Test numbers | Job adverts                   |
| ICT                                    | Citizenship  | Cross-curricular              |
| System life cycle, software solutions: | Job adverts  | Technology – testing          |

**Homework (where appropriate):**

For example:

You own a games console software house. You and your programmers have just created a new game for the Wii. It has been tested in house (Alpha) but you need it to be Beta tested before it is publicly released. Write a job description to advertise for a games tester to test your new game. State the skills and personal qualities you would want from the applicant.

Or write a test plan that the games tester might use

Opportunity to think about qualities needed in the work place.