

UNIT 4

Giving shape to plastics

Lesson plans: activities, resources, evaluation and teacher's notes

[Lesson 11](#) | [Lesson 12](#) | [Lesson 13](#) | [Lesson 14](#) | [Lesson 15](#)

At the end of this unit students will be able to:

- Extract information from a powerpoint presentation. C1-C2-C3
- Know the name and use of the main manufacturing processes of plastics. C1
- Identify real life plastic objects with the industrial process. C1-C3.
- Understand the concept of simulation. C1-C2-C3
- Know how to simulate the main manufacturing processes of plastics. C1
- Identify the simulation with the industrial process. C1-C3.
- Identify real life plastic objects with the industrial process. C1-C3.
- Name the most important tools and machines used in the technology classroom for giving shape to plastics. C1-C2
- Know the use of these tools and machines. C1
- Identify a machine or tool with its picture and its use. C1-C3.
- Use the folding machine. C1
- Use the vacuum former. C1
- Make their own designs. C1-C3
- Make a written report of their own designs. C1-C2
- Respect the others when playing games. C4

*C1 means content
C2 means communication
C3 means cognition
C4 means culture*

Activity Symbols



listening



writing



speaking



thinking



game



experiment