

Time	Key Question	Activity	Aims	Resources
10 15 Minutes	What can we remember about Syedpur? What things and places did we see?	Welcome back and outline of session. Recap. Share examples of 3D villages on OHP.	To understand overview and aims of session.	OHP and images Drawings of Syedpur from last week. clipboards task sheets MDF Pieces of wood
40 Minutes	How can you create different parts of the village landscape using different materials?	Each team is going to begin to design part of the village using their square and appropriate pack, thinking of different textures to create certain effects e.g: sandpaper for roads, cling film and fabric for rivers, hessian for hilly regions. All teams to receive a general landscape pack and a specific building pack as identified for each team.	To recall what we learnt over the last few sessions about Syedpur To begin to map out and design a part of Syedpur.	Landscape packs: 3 feet square MDF piece. F wood (9 groups) sandpaper, hessian, cling film, wool, material, card, newspaper, glue, brushes, pens, pencils etc. A3 paper/ Junk Items/boxes ect Each section has one of the areas discovered through the sessions: Bazaar, home, pond, school, madras ect.
10 minute	BREAK	BREAK	BREAK	

	<p>Can you review as a team your progress and decide what you still need to complete?</p> <p>Which junk items can you use to create the building you have been given.</p>	<p>Each team continues with landscape then once finished plan out and start constructing their building using the building pack.</p>	<p>To begin to construct their buildings using junk items.</p>	
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Second session

Time	Key Question	Activity	Aims	Resources
10 minutes		Welcome and Outline of session.	To understand overview and aims of session.	OHP and images Drawings of Syedpur from last week. clipboards task sheets 3D models
30-40 minutes	Who can tell me what we were doing last week? As a team can you describe what you did last week and what you still need to do.	Review and Reflect Work together to review their work and what stage they were at and what they still need to do. Share with the other groups.	To recall what we learnt about few sessions. To allow for team reflection and to formulate next steps.	Landscape packs: sandpaper, hessian, cling film, wool, material, card, newspaper Glue, brushes, pens, pencils etc. A3 paper. Junk items, glue, paint.
10 minutes	Which resources do you need? Work as a team to complete the task.			

40 minutes	How can you create different parts of the village landscape using different materials?	Teams continue designing the village using their square and appropriate pack, thinking of different textures to create certain effects eg: sandpaper for roads, cling film and fabric for rivers, hessian for hilly regions. Teams that need to have access to paint.	To continue to construct their buildings using junk items.	
10 minutes	<p>BREAK</p> <p>How can you create models of animals and people using clay? What tools do you need to help? Which different animals do you need? Are there any other objects/household items etc that you think need to be created?</p>	<p>BREAK</p> <p>Using clay teams create animals, trees, people, house hold items to add to their model.</p>	BREAK	<p>BREAK</p> <p>Clay. Tupperware storage boxes for models.</p>