

Applying Universal Design to Your VET Work

60 minutes

ICT Specialism 2: The Presentation of ideas

Outcome M2.U1.4

Outcome M1.U1.1

WHAT THIS LESSON DOES

You will combine decisions about your Something Real VET presentation format with universal design priorities into a low-fidelity sketch. This paper-based plan ensures structure and accessibility are considered before using design software and provides portfolio evidence.

CURRICULUM OUTCOMES

Outcome	What the specification asks for
M1.U1.1	Understand and explain key concepts relating to Information and Communication Technology and computers.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Combine your format decision and universal design priorities into a low-fidelity sketch
- Plan how your Something Real VET interview presentation will look before opening any design software
- Save sm2_vet_sketch_v1.png as portfolio evidence of your plan

BEFORE THE BELL

- Prepare sheets of paper for sketching and a large Aoife worked-example sketch to project or redraw.
- Set the photo-transfer default (school email to classroom PC is the usual path; shared class device as backup).
- Confirm students can open Project_Portfolio/09_specialism/sm2 in cloud storage.
- Scrap paper or whiteboards, markers, projector for worked-example sketch; confirm photo-transfer default (school email to classroom PC, shared class device, or allowed cable); spot-check that students can reach Project_Portfolio/09_specialism/sm2
- Prepare a large version of the Aoife worked-example sketch to draw or project
- Board or projector for live Aoife sketch demo; students need prior format decision and UD priority notes on the desk
- No prep needed beyond projecting or printing the table if useful
- Stamp or initials checklist; confirm every student is sketching their Something Real VET piece (same project as format + UD notes)
- Photo-transfer default ready (school email on classroom PCs, or shared class tablet); spot-check list for sm2 folder + exact filename
- Quick folder spot-check list of student names for sm2_vet_sketch_v1.png in sm2 only

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HOW THE LESSON RUNS

5 min	introduction	Introduction
6 min	content	Key concepts
10 min	activity	Guided sketch method
3 min	content	Common issues
16 min	activity	Independent practice
10 min	activity	Bank your sketch
5 min	content	Reflection
5 min	summary	Lesson summary

TEACHING MOVES

- Lead the sketch method live on the board with Aoife; students copy the method only, no portfolio save in the guided block.
- Independent Practice is the single production of each student's Something Real VET sketch.
- Bank step is the only upload to sm2_vet_sketch_v1.png in sm2 (no 01_drafts option).
- Roam with stamp/initials; partner look-fors first, do not queue the class at the desk.
- Keep Common Issues as an on-demand reference during sketch and bank.

WHAT TO WATCH FOR

- Sketch becomes too detailed with colour and sentences, erase decoration; boxes, titles, and UD labels only.
- Forgetting the two universal design priorities, check earlier notes before photographing.
- Phone photo stuck off the classroom PC, use the agreed email or shared-device path.
- Wrong folder or camera filename, require Project_Portfolio/09_specialism/sm2 and sm2_vet_sketch_v1.png.

DIFFERENTIATION

- Support: Offer a basic template with pre-drawn boxes for students needing structure help.
- Extension: Extra accessibility callout or alternate opening layout on the same VET sketch.
- Support: Allow paired discussion during the reflection phase.