

Year 1 Term 3
What in the world is beautiful?

DESIGN TECHNOLOGY



National Curriculum Links:

Design purposeful, functional, appealing products for themselves and other users based on design criteria
 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
 Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristic
 Build structures, exploring how they can be made stronger, stiffer and more stable.
 Evaluate their ideas and products against design criteria.

Essential Prior Learning:

Children will have played with small world houses e.g. dolls houses, lego houses. They will have explored brick play and built towers from different construction toys and loose parts. They will have experienced knocking down towers and those that fall down without force. Children will have used tape and glue to join materials together.

Progression in Skill:

Theoretical Knowledge

A cabin is a small wooden building to live in that you will find in a remote area.

Log cabins were found as far back as the Bronze Age or the Roman Empire

Design

Use the story of Grandad’s Island and pictures of other cabins as inspiration for their own.

Design their own cabin.

Create design criteria e.g. how the structure will be stable.

Generate some simple design criteria with the children e.g. the cabin should stand up on its own.

Model and communicate their ideas through discussion and drawings.

Make

Select from and use a range of materials and components – card, paper, lolly sticks, cardboard, saws and scissors to make a cabin

Evaluate

Discuss with the children what structure (cabin) they will be designing, making and evaluating.

Ask children to evaluate their developing ideas and final products against original design criteria.

Technical Knowledge

Know how to make the cabin stronger, stiffer and more stable.

Know and use technical vocabulary relevant to the project.

Long-term Memory Knowledge:

Understand a cabin to mean a small wooden building where not many people live.

Use a known story to get ideas for designing own model cabin that can stand up.

Use drawing to show what the finished model should look like.

Choose the best materials for making a model cabin.

Decide how well the finished model has been made through evaluation.

Make suggestions about how to make the cabin model stronger, stiffer and more stable.

Key Vocabulary

design	a plan with drawings and labels
structure	a 3D piece of art
stable	it is strong and does not fall over easily
evaluate	thinking about how good something is and how it can be improved
join	a way of attaching materials together

Progression in Resources:

Card
 Paper
 Scissors
 Templates
 Glue

Relevance

Now	Children will be able to choose the appropriate material for a DT project to ensure their product is suitable; they will develop their understanding of how to be successful with their model making and take this into their own learning.
Future	Children will have enough knowledge and understanding as to how to make and repair and replace household items, e.g. picture frame, doorknobs, etc. They can build and adapt flatpack furniture.
Aspiration	Children have the knowledge and skills to build/create structures for the house and beyond. They may specialise in techniques such as French polishing.