



**Design and technology:** Design and create a moving aeroplane.

**Year:** 1 **Term:** Spring 2

## Key Knowledge/Content:

- To be able to design a product.
- To be understand the audience and the cost of their product.
- To be able to explain characteristics of materials.
- To be able to name and explain the purpose of individual tools.
- To understand what a simple mechanical system is.
- To explain a method.

## Links to:

### Prior learning:

The children designed, made and evaluated a product. The children got taught about a range of materials and tools.

### Future learning:

The children going to make a product with a purpose and function.

## Key vocabulary with definition:

### Prior vocabulary:

Decorate – To add detail to a product.

Join – To combine materials together.

Design- To draw something and think about the materials and resources.

Evaluate – To discuss likes, dislikes and improvements

### New vocabulary:

Method – a manner in which a thing is done or in which it happens.

Product – An item offered for sale.

Appealing – To look attractive or interesting.

Label – Adding notes to a drawing to explain the features.

## By the end of this unit

**All children can: demonstrate** how to use tools safely, being able to label a design for a product and name different materials and tools.

**Most children can: demonstrate** how to use tools safely, how to choose materials and how to combine a range of materials,

**Some children can: demonstrate** and **explain** the method they have chosen.

## Background understanding for teachers and parents:

The children will be designing, making and evaluating a product. The children will learn about different materials, told and how to make their product appealing. Their final product will be an aeroplane.

## Curriculum Driver (one):

Communication.

### Evidence outcome:

The children will communicate their design, the tools needed, method and compare and evaluate their final product.