



Design and technology Topic: Design and create a light up toy.

Year: 5 **Term:** Spring 2

Key Knowledge/Content:

- Use digital technology to create a design.
- Understand that products have a price and the impact it had.
- To understand the importance of carrying out tests.
- To gather data in a variety of ways to evaluate final products.

Links to:

Prior learning:

The children made a musical instrument using mechanical features. The children used a range of tools and made a product with a purpose.

Future learning:

The children are going to design and make a logo.

Key vocabulary with definition:

Prior vocabulary:

Identify-To know and say what something is.

Technique-A way of carrying out a particular task.

Final product-A product which is ready for sale.

Method-A particular way of something.

New vocabulary:

Analyse -determining what the features suggest and deciding why the artist used such features to convey specific ideas.

Formulate - to create something, esp. by putting together different parts

Components - components or parts of a work of art that can be isolated and defined.

By the end of this unit

All children can: The children can design a product with purpose, choose materials and tools and make a product with a purpose.

Most children can: The children can demonstrate how to use skills in using different tools and equipment safely and accurately with growing confidence cut and join with accuracy to ensure a good-quality finish to the product.

Some children can: The children can justify why they have using specific methods and techniques. Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment.

Background understanding for teachers and parents:

The children are going to design, make and evaluate their product. The children will make a mechanical system to ensure their product has a purpose. The children will need to think critically about the resources they need.

Curriculum Driver (one):

Communication

Evidence outcome:

The children are going to discuss their designs, methods and techniques with peers.