



Design and technology Topic: Design and create a catapult.

Year: 4 **Term:** Spring 2

Key Knowledge/Content:

- To design a product.
- To annotate their design.
- To name materials and tools.
- To explain their techniques to others.
- To test a final product.
- To evaluate their own and others final product.

Links to:

Prior learning:

The children designed a volcano using paper mache. The children got taught a range of techniques and skills.

Future learning:

The children are going to design and create a logo.

Key vocabulary with definition:

Prior vocabulary:

Model – a three dimensional structure.

Criteria- a standard by which something can be judged or decided.

Functional- of or having a special activity, purpose, or task.

Appealing- attractive or interesting.

Label- to an object and giving information about it

New 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.

By the end of this unit

All children can: recognise what the product looks like, sketch their product and explain their ideas.

Most children can: demonstrate how to use tools, how to make sure their product has a purpose and choose materials carefully.

Some children can: demonstrate and **explain** how and why certain materials and tools have been used to ensure their product floats. Children can explain their techniques and methods.

Background understanding for teachers and parents:

The children will be designing, making and evaluating a catapult. The children will have to critically think about the mechanics the product will need. Once the product is made, the children will test and evaluate their final product.

Curriculum Driver (one):

Communication

Evidence outcome:

The children are going to be discussing their ideas and their techniques with their peers.