



Design and Technology Topic: Design and create a house

Year: 1 Term: Summer 2

Key Knowledge/Content:

- To identify some features that would appeal to the client (a mouse) and create a suitable design.
- To know that to make a house, I need card, tape and glue.
- To know to make a functioning structure, I need turbines and axles that are assembled into the main supporting structure.
- To be able to join materials together.
- To be able to cut and measure materials.

Links to:

Prior learning:

The children designed, made and evaluated a moving picture. The children explored a simple mechanism and how it worked.

Future learning:

To make a musical instrument.

Key vocabulary with definition:

Prior vocabulary:

- Function – The purpose of something.
- Movement- The act of moving.
- Mechanism- A system of parts working together in a machine.
- Appearance - The way that someone or something looks.

New vocabulary:

- Fold – To bend something.
- Measure- To look for a specific size and make markings.
- Strong- Having strength or power.
- Weak- Having little strength or power.
- Research – To find something out.

By the end of this unit

All children can: recognise the materials and equipment needed to make a moving structure.

Most children can: demonstrate how to use scissors, glue and tape safely and demonstrate how to assemble materials together.

Some children can: demonstrate and explain what is good about their windmill and what they could do better and demonstrate how to test my final product.

Background understanding for teachers and parents:

The children are going to research, design, make and evaluate a house. The children will have the opportunity to different materials and be taught of ways to assemble materials to make a product strong.

Curriculum Driver (one):

Communication

Evidence outcome:

The children will be discussing their ideas and discussing their final products.