Design and Technology Topic: Submarines	**Year:** 4 **Term:** Spring 1

Key Knowledge/Content:

- Design a product.
- Annotate their design.
- Name materials and tools.
- Explain their techniques to others.
- Test a final product.
- Evaluate their own and others final product.

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.

Links to:
Prior learning:
To design a volcano using paper mache and learn a range of techniques and skills.
Future learning:
To create their own Hieroglyphics and design, make and record their observations

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 and **explain** their techniques and methods.

Background understanding for teachers and parents:
The children will be designing, making and evaluating a submarine. The submarine product must be able to float and look appealing. Once the product has been finalised, the children will evaluate their own and others work.

Curriculum Driver (one):
Communication
Evidence outcome:
To discuss their ideas and techniques with their peers.