

Inspiring and enabling our school community to live life to the full

Our DT Curriculum gives children the opportunity to develop skills, knowledge and understanding through designing and making functional products for a range of different users. They learn about key inventions and designers. Children are encouraged to think creatively and produce innovative designs as they explore the designed and made world in which they live.



YEAR 1

Subject: DT
Unit: Structures - Creating a Playground

Characteristics of an Effective Learner

Courage
Commitment
Collaboration
Creativity
Curiosity

Prior Learning:

Children have had experience of making models in Reception through both teacher led activities e.g. building a rocket and exploring structures and model making during continuous provision.

Key Vocabulary taught in this unit:

Design, structure, framework, template, mock-up, stable, triangular, evaluate

Intent: What do we want the children to know, be able to do by the time they complete this unit)?

Design

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Design a model playground for themselves based on design criteria

Generate ideas for a playground through talking, drawing, templates and mock-ups

Make

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Select from and use a range of tools and equipment to cut, shape, join and finish their playground model

Select from and use a range of construction materials to make their playground, according to their characteristics

Evaluate

Explore and evaluate a range of existing products

Evaluate their ideas and products against design criteria

Explore and evaluate the school's existing playground equipment

Evaluate their finished playground model against design criteria

Technical knowledge

Build structures, exploring how they can be made stronger, stiffer and more stable

Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

Build mock-up structures and shapes needed for their playground, and explore how they can be made stronger and more stable.

Apply knowledge of stronger and structures to build a stable playground model.

Impact / Outcome:

What will the final product / result be?

Design brief: Design and make a safe piece of playground equipment for children to use.

P4C Inquiry (where appropriate) – n/a