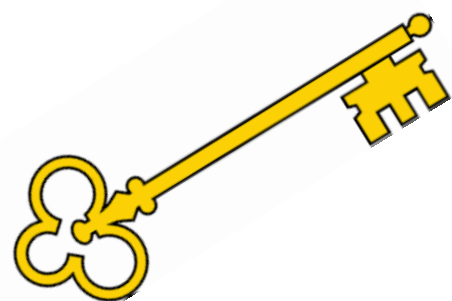




Our Learning Keys

Making skills: How to Trap a Wolf!

Design Technology

Year 1

Autumn 2

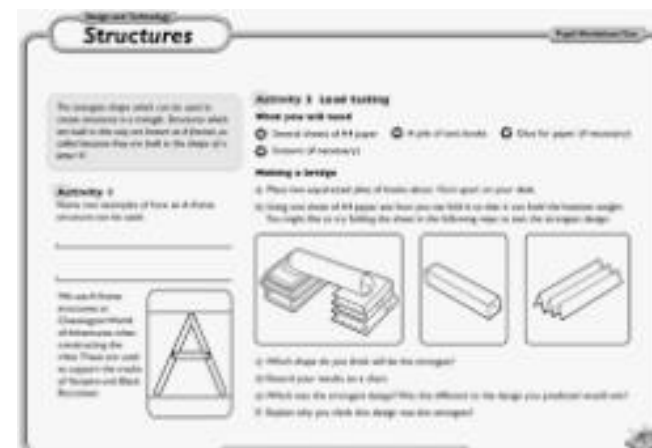
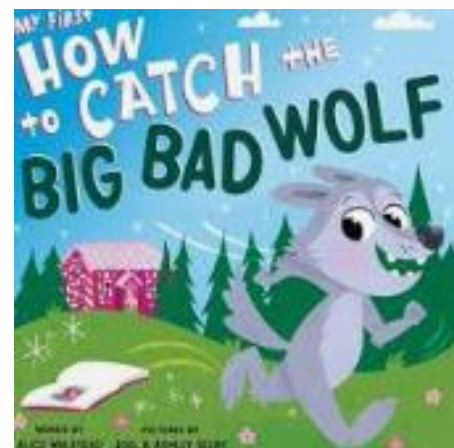


Questions

- What ways are the villains in stories captured?
- What materials will be the most suitable to use in your design?
- How will you make your model strong enough to trap a wolf?



Images



Links

- Literacy: How can you use stories as inspiration for design?
- Maths: How can you use measures accurately?
- Science: What do we know about animals and their behaviour?



Vocabulary

design	Your ideas - usually drawn
make	The product you make
evaluate	To look at your make and see what you think - can it be improved?
structure	The product you have made
joining	How you have fixed things together
materials	What you have made your structure from
components	The parts of your structure



Skills

- **Design** - Design purposeful, functional, appealing products for themselves and other users
- **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,
- **Evaluate** - Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.
- **Technical Knowledge** - Build structures, exploring how they can be made stronger, stiffer and more stable.

MAKE SKILLS

Tools - scissors, handheld hole punches, pencils to make holes.

Joining - glue, tape, paper clips, split pins,

Technical - Make the product strong and stable.

Previously...

In reception we build things from construction toys and recycled materials using simple joining techniques and tools,

Year 1

Autumn Term
Making Skills

Next...

In Year 2 we will begin to use a greater range of techniques and tools to create stronger and more developed ideas from our designs.

Doors this will open...

Designer

Engineer

Teacher

Mechanic

Joiner

Carpenter

Creator

