Design Technology

Pathfinders

HAPPILY EVER AFTER	LAND AHOY!
• 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 • 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 • Understand the importance of exploring and evaluating a range of existing products • Evaluate their ideas and products against design criteria • Design and make a prototype of a bag suitable for the client (Fairy) to carry things in.	• 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 • 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 • Understand the importance of exploring and evaluating a range of existing products • Evaluate their ideas and products against design criteria • Design and make a model of a remote control suitable for the client (Pirate) to use.

National Curriculum Objectives = ▪

Design Technology

MECHANISMS – SLIDES AND LEVERS 1	MECHANISMS – SLIDES AND LEVERS 2	MECHANISMS – SLIDES AND LEVERS 3	STRUCTURES	TEXTILES
• Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products • Design, make and evaluate a moving picture which uses a simple mechanism (slider or lever) and be made from card	• 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 • Select from and use a range of tools and equipment to perform practical tasks • Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products • Design, make and evaluate a moving picture, to be used by a teacher when reading a story with a nursery class, which uses a simple mechanism (slider or lever) and be made from card	• Design purposeful, functional, appealing products for themselves and other users based on design criteria • Generate, develop, model and communicate their ideas through talking • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Design and make a pop-up greetings card that uses a simple mechanism	• Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Build structures, exploring how they can be made stronger, stiffer and more stable • Design, make and test a model house for the Three Little Pigs	• 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 • Design and make finger puppets for the nursery rhyme, 'Two Little Sparrows'

National Curriculum Objectives = ▪