



Subject: Design & Technology	Year Group: 1	Te	rm: Pentecost 1	<b>Title:</b> The Grea	ut Outdoors (Structures)
	<ul> <li>Key Knowledge:</li> <li>That a structure needs to be stable for it to be safe and effective</li> <li>How architects and designers plan a playground</li> <li>That different materials are used for different purposes and products.</li> <li>The importance of how a product will be used in its design.</li> </ul>			make? • Purpose - • User - who • How do w	what piece of equipment could we how can you play on it? o is going to enjoy it? e make the structure stable? you join the materials you are
<ul> <li>Key Skills:</li> <li>Evaluating existing products</li> <li>Designing a product based on existing</li> </ul>	Good designers			Key Vocabulary and Definitions:           Stable         Fixed, firm, or steady in	
<ul> <li>Designing a product based on existing products and their own ideas.</li> <li>Selecting materials for my design</li> </ul>	Seek solutions ະ ຕິອີ	Research & develop	Test & refine		position; not shaky or easily moved.
• To make my structure stable	ATM		) ) ) ) ) ) )	Structure	Anything that has been built.
To use appropriate joins for different materials and situations e.g. glue, tape     To work out waterials to be out using a	Good designers Plan	Good designers	Good designers	Join	To put, bring, or fasten together.
<ul> <li>To mark out materials to be cut using a template.</li> <li>To use a glue gun with close supervision</li> </ul>	600	Create	Evaluate	Product	Something made by means of either human work or that of a machine.
<ul> <li>Evaluating my own and others' work</li> </ul>	*			Purpose	A reason or plan that guides an action; design or goal.
				Construct	To build; put together.