

Design and Technology - FIRE

KS1 (Year 1 & 2) Aut 2 - Westhead Lathom St James Primary School

What I already know:

- To explore existing products
- To investigate how they have been made
- To discuss what they would like to make
- To use pictures and words to convey their ideas
- To test out other products
- To say good and bad points of their design and why?
- To say good and bad points of their model and why?

Design and Technology skills

- To decide how existing products, do/do not achieve their purpose?
- To join appropriately for different materials and situations e.g. glue, tape.
- To mark out materials to be cut.
- To fold and cut paper and card.
- To cut along lines, straight and curved.
- To use a hole punch.
- To insert paper fasteners for card.
- To experiment with levers and sliders to find different ways of making things move in a 2D plane.
- To use drawings to record ideas as they are developed.
- Add notes to drawings to help explanations.

What did you like and not like about what you used to make the product?

What did your finished product look like compared to your plan?

What would you do differently next time?

Key Vocabulary

- **Attach** – to connect materials together
- **Design** – to draw and think about what you want to make
- **Make** – to put your design together
- **Materials** – items used to make your product
- **Straight** – A line or side that is not curved or bent
- **Curve** – a bend or arch
- **2D** – something that is flat
- **3D** – something that is a solid
- **Develop** – to improve something over time
- **Recycled** – A product or material that has been used before
- **Model** – a finished product to display your design
- **Progress** – forward onward improvement to the final product
- **Drawing** – ideas on paper for the finished product
- **Attempt** - make an effort to achieve or complete
- **Criteria** – a range of ideas to stick to for your design
- **Product** – the finished item that has been put together
- **Purpose** – the reason to carry out the project
- **User** – the person or people who will need the finished product
- **Stable** – something that doesn't fall over
- **Evaluate** – look back at what you have made and compare it to the criteria
- **Plan** - prepare what you need to complete your design and how long you need
- **Lever** – a moving part that rotates from a centre point

What made it more stable?

How would you improve your finished product?



What happens if I change the length, position, size and shape of the lever? _____

Does anything help the lever move smoothly without getting stuck?

