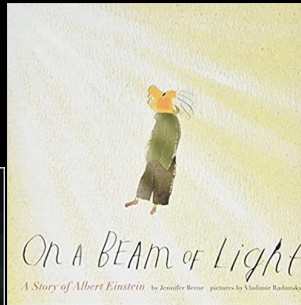
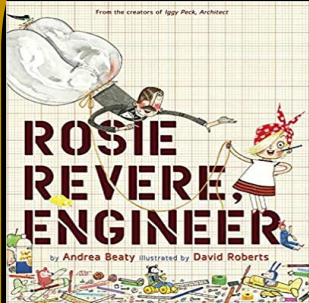


Design It, Make It, Test It!

Knowledge Organiser

Hazel Class (Year 4)



What should I already know?

- How to manipulate different materials to create different effects I.e, cutting, folding and weaving.
- How to use a wide range of materials and equipment safely.
- To be able to evaluate my own and others work based on aesthetics

Key Design and Technology Projects

Design, Make and Evaluate a Pavilion

The children will design and create a Pavilion structure, learning how joins in architecture and design can make bridges sturdy and fit for purpose. They will be introduced to annotated sketches and diagrams and complete the project with detailed evaluation of their product.

Design, Make and Test a Torch

The children will design and create a torch, learning how circuits and electricity can provide power for everyday items. They will be introduced to annotated sketches and diagrams of circuits including symbols and complete the project with detailed evaluation of their product.

A Hands-on Workshop with a Design Technology Specialist!

We are thrilled to invite a secondary DT teacher from Hayes field School to run a fantastic workshop with the children .

S.T.E.A.M Day

Hazel and Elm class will take part in a mix-class challenge day lined with their learning in science, technology, engineering, art and mathematics !

Design It, Make It, Test It!

This term we will be learning a range of new Design and Technology skills. We will enjoy designing, creating and evaluating purposeful and engaging projects linked with pneumatics, magnetism and mechanics. We look forward inviting a specialist DT teacher into our school in Term 4 to consolidate our learning and bring our exciting and hands-on topic to a memorable close. DT, here we go!

Did you know?



Washing board



Washing machine

Once upon a time, there were no **electrical items** to use!
They had not been invented.
How would life be different for you without **electrical items**?

Vocabulary	Definition
Cell	A Single unit that provides electrical energy to power a circuit .
Conductor	A material that allows electricity to flow through it e.g. metal.
Insulator	A material that does not allow electricity to flow through it e.g. plastic
Switch	A circuit part that you can open or close to allow electricity to flow through
Design Criteria	A set of rules to help designers focus their ideas and test the success of them.
Aesthetic	How a object or product looks
Prototype	an original or first model of something from which other forms are copied or developed
Annotation	To add notes or comments to (a text, book, drawing, etc.)
Evaluation	When you look at the good and bad points about something, then think how you could improve it.
Reinforce	To make a structure stronger, by adding another material or element.