



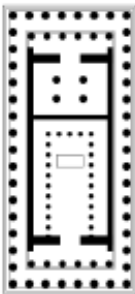

ALMOND HILL JUNIOR SCHOOL MEDIUM TERM PLAN

TOPIC TITLE/SUBJECT: Design Technology – Structures

YEAR GROUP: 4

TERM: Autumn

Vocabulary	Skills	What we already know
Parthenon Labyrinth Function / functionality Strengthen Durability Reinforce Framework Join Criteria evaluate Structure Aesthetics Modification Stability	DT (DESIGN, MAKE, EVALUATE) <ul style="list-style-type: none"> • Begin to use research to inform ideas in terms of functionality and aesthetics • Choose from a range of materials and designs • Investigate different ways of strengthening materials • Create a diagram of a design and annotate with chosen tools and materials • Be able to discuss reasons for choices • Order the main stages of making and carefully follow a design to make a product that fits a specific brief • Suggest a refinement or modification at each stage of design and making • Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques • Follow procedures for safety • Evaluate a finished product according to design criteria • Outdoor learning opportunity – investigate the key element of successful structures in the school environment and grounds 	<ul style="list-style-type: none"> • Learning about Ancient Greece. • How to attach materials together. • Designing a product that is fit for purpose. • Making a product with the user in mind. • Evaluating a product. • Some children will have experience of a maze.

Illustration/Sources/Resources	Application/ Outcomes	Concepts
<p>Word mats.</p>  	Application/ Outcomes <ul style="list-style-type: none"> • A model of the Parthenon which replicates features of the original, stands and is durable • Experiment with how to effectively strengthen a structure • Understand and order the main stages of making • Draw a design with labels, select materials and tools • Adapt and improve designs and models • Evaluate own and other’s work for functionality, fit against design brief / purpose and aesthetics • Challenge: Real world problem – using finite resources 	Concepts <ul style="list-style-type: none"> • Architecture – understand how to strengthen a 3D structure effectively. • To know that research is a key element of planning / design • To understand that review / modification of designs is a necessary part of the process • Creating a product that is fit for purpose – a labyrinth with an entrance and exit. • To have an awareness of Ancient Greek structures and games

Other/Cross Curricular Links with English/Maths/Adaptation for SEND

Maths – measures, angles
 History – link to Ancient Greece (Architecture and leisure)
 RE – worship
 PSHE – working together, resilience

SEND – Simplified design and evaluation resources e.g. tick box evaluation sheets. Word mats. More adult support. Mixed ability groupings
 Outdoor learning – investigate school structures / joins