



ALMOND HILL JUNIOR SCHOOL MEDIUM TERM PLAN

TOPIC TITLE/SUBJECT: Design Technology – Structures

YEAR GROUP: 4

TERM Autumn

<p align="center">Vocabulary</p> <p>Parthenon Labyrinth Function / functionality Strengthen Durability Reinforce Framework Join Criteria evaluate Structure Aesthetics Modification Stability</p>	<p align="center">Skills</p> <p>DT (DESIGN, MAKE, EVALUATE)</p> <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 	<p align="center">What we already know</p> <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.
<p>Application/ Outcomes</p> <ul style="list-style-type: none"> • 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 • A model of the Parthenon which replicates features of the original, stands and is durable 	<p>Concepts</p> <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 	
<p>Other/Cross Curricular Links with English/Maths/Adaptation for SEND</p> <p>Maths – measures, angles History – link to Ancient Greece (Architecture and leisure) RE – worship PSHE – working together, resilience</p> <p>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</p>		