

Year 1 - Design Technology – Structures

Key Learning

We will learn to explore how to make structures stronger. We will investigate different techniques for stiffening a variety of materials. We will learn how to test different methods of enabling structures to remain stable. Join appropriately for different materials and situations e.g. glue, tape. We will learn how to mark out materials to be cut using a template. Use a glue gun with close supervision. Explore ideas by rearranging materials. We will learn how to select pictures to help develop my ideas. Say what I like and do not like about the models I have made and attempt to say why.

Key Questions	Key Vocabulary
What is this? Who uses it?	Assemble – put together different materials
What is it made of?	Adapt – try different ways to solve a problem
Is it rough or smooth?	Structure – using materials to create a model
Is it stiff or bendy?	Rigid – something that is stiff and is hard to break
Why does it stand up and not fall down?	Join – to connect different pieces together
How does it work?	Strengthen – to make something stronger
How can I join these different materials?	Stable – to make something secure and sturdy

What will we be making?

Develop a challenge around product / purpose / user

- Playground equipment for a small world figure to slide down.
- A tower that will hold a doll with long hair (to illustrate Rapunzel).
- A bridge for Billy Goat Gruff.
- A chair for Baby Bear.
- A playpen for the baby in the dolls' house.

