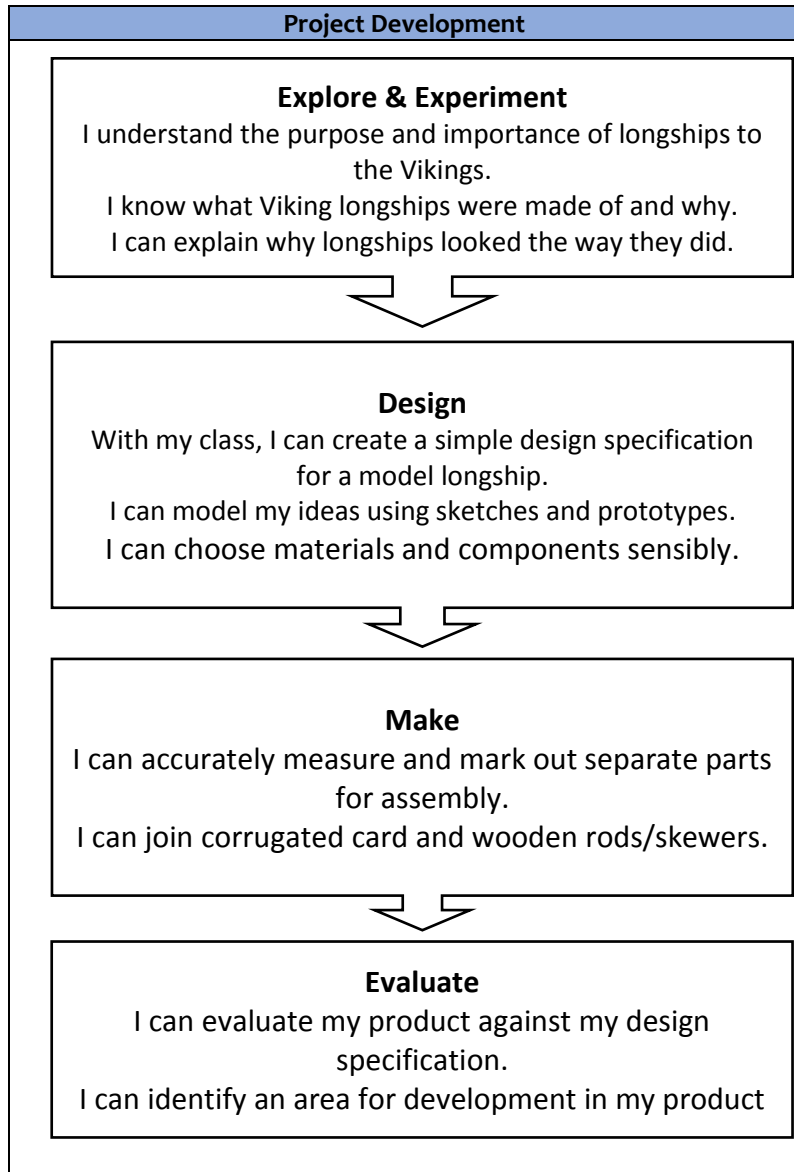




Subject	Design & Technology	Theme	Viking Longships	Term	1 and 2
----------------	---------------------	--------------	------------------	-------------	---------



What should I already know?

- Products have a purpose
- The purpose of a product influences the choice of materials used
- How to use a ruler to measure and draw straight lines of a particular accurate length
- How to join pre-cut pieces accurately

What should I know by the end of the unit?

- The importance of measuring, cutting and assembling accurately when making 3D products
- How to prepare pieces separate pieces before assembling
- Ways in which different materials (corrugated card and wood) can be joined
- The importance of historical accuracy of design when making historical models

D&T Knowledge & Skills

Begin to understand the D&T cycle: explore – design – make - evaluate

- **Develop a simple design specification to guide their thinking**
- **Make design decisions taking into account time, resource and cost constraints:** select materials and components suitable for the task
- **Model ideas** using carefully drawn designs and diagrams, and prototypes
- **Measuring and marking out:** rulers for accurate measurement
- **Assemble and join:** using glue sticks, PVA, glue gun, paper fasteners, skewers
- **Finishing techniques:** appropriate sail designs
- **Evaluate their finished product against design specification:** is it successful? What are the strengths of their product? What could be improved and how?

Key Vocabulary	
template piece	A cut piece for drawing around
prow	The front of a ship
stern	The back of a ship
gunwhale	The sides of a ship that rise above the deck
corrugated card	thick card made from a wavy sheet sandwiched between two flat sheets
assemble/ assembly	join together pieces which have already been cut and prepared
prototype	a first attempt at a model, in order to learn and develop ideas