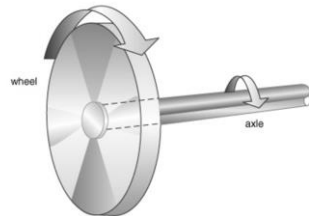


# KSI Design Technology Autumn 2

## Session 1

Wheels and axels are used to make a movable vehicle.



THE WHEEL AND AXLE IS A WHEEL CONNECTED TO A RIGID POLE.

## Session 2

The properties of a product may be:

- If it is durable/ flimsy
- What it is made out of
- What it can do

## Session 3

We can create a design based around our brief and the success criteria.

Our design brief is:

Cannon Hall have asked us to design and make a toy that they can sell in their museum gift shop.

They want the toy to:

- Look like a Victorian vehicle.
- Be able to move.
- Be durable (strong)



## Session 4

The equipment and materials we need to make a H Frame, wheels and axels are

The equipment and materials we will use today are:



## Session 5

When creating our product we must:

- Stick to our design brief
- Use the materials on our design brief
- Use the design specified on our design brief

## Session 6

When we evaluate a product we must evaluate against the design brief.

We reflect on what we like.

We reflect on what we could improve.



### Progression Strands

#### KSI A- Developing, planning and communicating ideas

Start to generate ideas by drawing on their own and other people's experiences.

Begin to develop their design ideas through discussion, observation, drawing and modelling.

Identify a purpose for what they intend to design and make.

Understand how to identify a target group for what they intend to design and make based on a design criteria.

Develop their ideas through talk and drawings and label parts. Make templates and mock ups of their ideas in card and paper or using ICT.

#### KSI B- Working with tools, equipment, materials and components to make quality products

Begin to select tools and materials; use correct vocabulary to name and describe them.

Build structures, exploring how they can be made stronger, stiffer and more stable.

With help measure, cut and score with some accuracy. Learn to use hand tools safely and appropriately.

Start to assemble, join and combine materials in order to make a product.

Demonstrate how to cut, shape and join fabric to make a simple product. Use basic sewing techniques.

Start to choose and use appropriate finishing techniques based on own ideas.

#### KSI C- Evaluating processes and products

Evaluate their work against their design criteria.

Look at a range of existing products explain what they like and dislike about products and why.

Start to evaluate their products as they are developed, identifying strengths and possible changes they might make.

With confidence talk about their ideas, saying what they like and dislike about them.

### Key Vocabulary:

Equipment- the items we need for a specific job.

Join- Link or connect

Finish- How a particular product looks at the end

Design- A plan or drawing produced to show the look of something

Make-To create something by putting parts together

Cut-To make an opening in something

Construct- To build or make

Evaluate- To assess a product against a success criteria