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## John Vianney Catholic Primary School



## What I am Learning in



## **D&T this Term...**

<u>Year 5:</u> Structures-Frame structures			
Topic Overview – Lesson Objectives			
Lesson 1	Investigate and make annotated drawings of a range of portable and permanent frame structures, e.g., tents and bus shelters.  Use prototypes and web-based research to extend the range, e.g., 'How does the frame structure meet users' needs and purposes?'  Research Maxwell and Tuke who designed Blackpool Tower.		
Lesson 2	Use a construction kit to compare the strength of square frameworks with triangular frameworks. Reinforce square frameworks using diagonals to help develop an understanding of using triangulation to add strength to structure. Make paper tubes and use tubes and masking tape or paper straws with pipe cleaners to build 3-D frameworks such as pyramids. Think about how they could be reinforced and strengthened. Practise using tools and equipment such as hand drills to construct wooden frames.		
Lesson 3	Design a small-scale frame structure considering such things as the intended user and purpose. Generate innovative ideas and develop a simple design specification. Produce a detailed step-by-step plan listing tools and materials.  SJV – CREATE A STRUCTURE SIMILAR TO ONE FOUND IN BLACKPOOL: The Big One, Blackpool Tower, Cenotaph, Glitter Ball or the Pier.		
Lesson 4	Make a model of your idea using materials such as paper, card and paper straws. Consider such things as 'How will you make it stable?' Make your product with accuracy, selecting from and using appropriate tools to accurately measure, mark out, cut, shape and join construction materials to make frameworks.		
Lesson 5	Complete the product using finishing and decorative techniques suitable for the product being designed and made.		
Lesson 6	<b>Evaluate</b> your product by discussing how well it works in relation to the purpose and user and design criteria. Identify strengths and areas for development.		

Assessment – National Curriculum			
NC Statement	Maths/Literacy	Child led enquiry	
	opportunity		
Design			
*Use research and develop design criteria to			
inform the design of innovative, functional,			
appealing products that are fit for purpose,	Recognise, describe and build simple 3-D		
aimed at particular individuals or groups.	shapes.		
*Generate, develop, model and communicate	Apply understanding and skill to carry out		
their ideas through discussion, annotated	accurate measuring using standard units, I.e.,		
sketches, cross-sectional and exploded diagrams,	cm/mm.		
prototypes, pattern pieces and computer-aided	,		
design. <b>Make</b>	Spoken Language-Ask relevant questions,		
*Select from and use a wider range of tools and	formulate and express opinions, give well-		
equipment to perform practical tasks [for	structured descriptions and explanations. Build		
example, cutting, shaping, joining and finishing],	· · · · · · · · · · · · · · · · · · ·		
accurately.	vocabulary.		
*Select from and use a wider range of materials			
and components, including construction			
materials, textiles and ingredients, according to		How can my product be reinforced and	
their functional properties and aesthetic		strengthened?	
qualities.			
Evaluate			
*Investigate and analyse a range of existing			
products.			
*Evaluate their ideas and products against their			
own design criteria and consider the views of			
others to improve their work.			
*Understand how key events and individuals in			
design and technology have helped shape the			
world.			
Technical knowledge			
*Apply their understanding of how to			
strengthen, stiffen and reinforce more complex			
structures.			
*Apply their understanding of computing to			
program, monitor and control their products.			
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Topic

application, prototype, annotated sketch, purpose, user, innovation, research, functional

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