Previous Topic

Travel wallet

Structures – A roundhouse Year Four

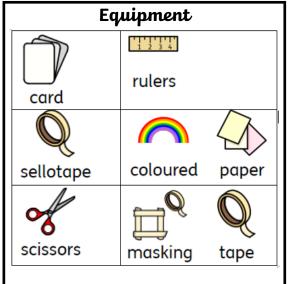
Next Topic

Tomb raiders

Prior learning:

- Experience of using different joining, cutting and finishing techniques with paper and card.
- A basic understanding of 2-D and 3-D shapes in mathematics and the physical properties and everyday uses of materials in science.

structure three-dimensional material adhesives accuracy joining assembly shaping evaluating innovative design criteria



Key skills:

- To investigate, develop knowledge and evaluate a range of existing strong shell structures including the materials, components and techniques that have been used. To develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.
- To generate realistic ideas and design criteria collaboratively through discussion, analysis of existing products, focusing on the needs of the user and purpose of the product.
- To select and use appropriate tools to measure, mark out, cut, score, and shape and assemble with some accuracy. To use finishing techniques suitable for the product they are creating.
- To test and evaluate their own products against design criteria and the intended user and purpose. To explain their choice of materials according to functional properties and aesthetic qualities. To know and use technical vocabulary relevant to the project.

Key Questions:

- What is the purpose of the shell structure protecting, containing, presenting?
- What material is it made from?
- How has it been constructed?
- Are the materials recyclable or reusable?
- How has it been stiffened i.e. folded, corrugated, ribbed, laminated?
- What size/shape/colour is it?
- What information does it show and why?
- What does the product need to do?
- Who is it aimed at?
- How will the purpose and user affect your design decisions?