

Newquay Primary Academy – Summer Term 1 Sequence – Design & Technology



	RECEPTION	YEAR 1	YEAR 2
	<p>Moving models</p> <p>Prior knowledge... Children have used drawing to represent ideas like movement.</p>	<p>Mechanisms – Making a woodland scene</p> <p>Prior knowledge... Children have explored attaching two items to make a working model with a split pin.</p>	<p>Mechanisms - Making a moving monster</p> <p>Prior knowledge... Children have explored slider mechanisms and the movements they output.</p>
INTENT	Use split pins to create working models of animals, people and aliens. To create stick models for a puppet show.	Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.	Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster. Example theme: Moving monster.
VOCABULARY / STICKY KNOWLEDGE	Stick, cut, press, join, squeeze, twist, rotate, equipment, design, pin, glue, rotate.	Sliders, mechanism, adapt, design criteria, design, input, model, template, assemble, test	Axle, design criteria, input, linkage, mechanical, output, pivot, wheel
SEQUENCE OF LESSONS	<ol style="list-style-type: none"> To explore moving mechanisms To create puppets using different materials to use in the puppet show To create moving puppets using split pins 	<ol style="list-style-type: none"> To explore moving mechanisms. To design a moving scene. To construct a moving picture. To evaluate my finished product. 	<ol style="list-style-type: none"> To look at objects and understand how they move – pivots, levers and linkages. To look at objects and understand how they move – making linkages. To explore different design options. To make a moving monster.
OUTCOME / COMPOSITE	To make a split pin animals, aliens, people and dragons.	To make a moving woodland scene to be part of a class book.	To design, make and evaluate a moving monster.