



# Unity in the Community

## How do you build a successful structure?

### What will we be learning in DT?

- To identify a target group for what they intend to design and make
- To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- To take account of simple properties of materials when deciding how to cut, shape, combine and join them
- To build structures, exploring how they can be made stronger, stiffer and more stable
- To explore ways to construct models

### What will we be doing in DT?

- We look at a variety of materials and discuss their properties eg hard, soft, strong, weak
- We will handle different tools and identify what they will be used for
- We will experiment with different ways to cut, shape and join materials
- We will look at different types of houses in our locality, then design a new house for our neighbours - labelling the materials we have chosen from the selection available
- We will use our designs to make our model houses
- We will discuss how we could have improved our designs and identify how we could make them more stable.

### Prior learning:

- Creating bright models – Come Fly With Me! (Rec)
- Selecting usable materials – Let's play (Rec)

### Future learning:

- Creating a remote control for a Pirate – Land Ahoy (Y2)
- Creating sliders and leavers – come fly with me! Arctic Circle (Y2)

### Words you will be using

#### design

A plan or drawing before the object is made.



#### tools

An object to help you complete a task.



#### structure

Something constructed from several parts.



#### materials

The items you will use to make the structure.



#### strong

Something that will not easy break.

#### stable

Something that is firmly fixed and will not fall over.

#### stiff

Something that wont bend or change shape.

#### weak

Something that will easily break.