

You're Not Invited

Can you design things that can be mass produced and issued to all soldiers?

What will we be learning?

- To use research and develop design criteria to inform the design of innovative, functional, appealing.
- To generate, develop, model, and communicate their ideas through discussion, annotated sketches,
- To select from and use a wider range of tools and equipment to perform practical tasks (for example, joining, sewing/stitching, gluing).
- To select from and use a wider range of materials and components, including construction materials,
- To investigate and analyse a range of existing products.
- To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- To design and make a sleeping place suitable for a soldier

What will we be doing?

**The Soldier project:**

- We will research different equipment used for sleeping on and identify the design features.
- We will make sketches and notes about existing products to help support our own designs.
- We will produce our own designs considering the research carried out.
- We will identify and try a variety of joining and strengthening techniques.
- We will make a prototype from chosen materials for a soldier to sleep on.
- We will present these to the class explaining the purpose behind the design techniques used.
- We will then evaluate the design.

Prior learning:

- Annotating sketches exploded diagrams and prototypes. (Y4)

Future learning:

- Generate and clarify ideas for products, considering intended purpose. (Y6)

Words we will be using:

**profile**

a short article giving a description of a person or organisation.

**evaluate**

Evaluating is the process of deciding if something has been done in the best way and wondering what could be improved.

**specialised**

concentrate on and become expert in a particular subject or skill.

**practicality**

the aspects of a situation that involve the actual doing or experience of something rather than theories or ideas.

**product**

a thing or person that is the result of an action or process.

**adaptation**

the action or process of adapting or being adapted.

**equipment**

the necessary items for a particular purpose

**needs analysis**

involves the process of identification and evaluation of needs.

**research**

the collecting of information about a subject.

**hammock**

a swinging couch or bed usually made of netting or canvas and slung by cords from supports at

**purpose**

the reason for which something is done or created or for which something exists.

**user**

a person who uses or operates something.