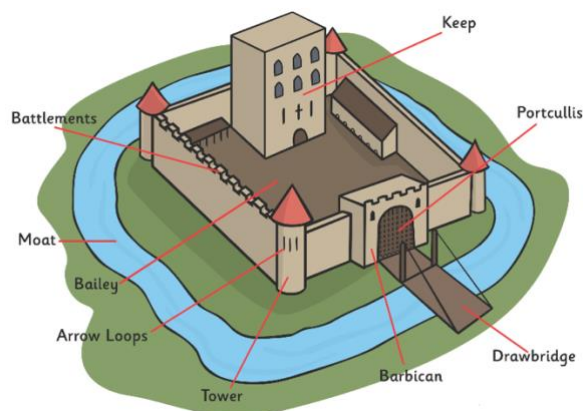


DT Knowledge Organiser – Summer 2 – Let's Build a Castle!

Key Vocabulary

Design	A plan (with more or less detail) for the structure and functions of an artifact, building or system.
Design criteria	Design criteria are the explicit goals that a project must achieve in order to be successful.
Develop	To progress ideas.
Evaluate	to draw conclusions from <u>examining</u> ; to <u>assess</u>
Mechanism	A group of objects or parts that interact together.
Product	Anything that is produced; a <u>result</u> .
Stability	Not easily moved, altered, or destroyed.
Structure	The underlying <u>shape</u> of a solid.
User	One who <u>uses</u> or makes use of <u>something</u> , a <u>consumer</u> .



Key Learning

Design

- to design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups

Make

- select from and use a wide range of materials and components, including construction materials

Evaluate

- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.