	Prior learning	Design, make and evaluate a (product) for (user) for	collection of battery-powered electrical
	 Constructed a simple series electrical circuit in science, using bulbs, switches and buzzers. Cut and joined a variety of construction materials, such as wood, card, plastic, reclaimed materials and glue. 	(purpose)	products, switches including toggle, push-to-make and push-to-break
I E I E I E I E I E I E I E I E I E I E	Designing	To be completed by the teacher if context different to what is pre-planned.	
Simple circuits and	• Gather information about needs and wants, and develop design criteria to inform the design of products that are fit for purpose,		buzzers, bulbs, bulb holders,
	aimed at particular individuals or groups. • Generate, develop, model and communicate realistic ideas through discussion and, as appropriate, annotated sketches, cross-		batteries, battery holders, wire, automatic wire strippers
0111001100	sectional and exploded diagrams.		Other Resources
	Making		aluminium foil, paper fasteners, paper
	• Order the main stages of making.	What could children design,	clips, card, reclaimed materials, finishing
	 Select from and use tools and equipment to cut, shape, join and finish with some accuracy. Select from and use materials and components, including construction materials and electrical components according to their 	make and evaluate?	materials and media right/left handed scissors, PVA glue,
Health and safety	functional properties and aesthetic qualities.	siren for a toy vehicle reading light	cutting mats
Pupils should be taught to work safely,	Evaluating	noise-making toy	
	Investigate and analyse a range of existing battery-powered products.	nightlight illuminated sign torches	
to the tool.	 Evaluate their ideas and products against their own design criteria and identify the strengths and areas for improvement in their work. 	table lamp lighting for display hands-free head lamp	
	Technical knowledge and understanding	buzzer for school office other – specify	
	• Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers.		
	Apply their understanding of computing to program and control their products.		
•	Know and use technical vocabulary relevant to the project.		
Investigative and Evaluative Activities (IEAs)			
• Discuss, investigate and, where practical, disassemble different examples of relevant battery-powered products, including those which are commercially available e.g. Where and why they are used? How does the product work? What are its key features and components? How does the switch work? Is the product manually controlled or controlled by a computer? What materials have been used and why? How is it suited to its intended user and purpose?			

• Ask children to investigate examples of switches, including those which are commercially available, which work in different ways e.g. push-to-make, push-to-break, toggle switch. Let the children use them in simple circuits e.g. How might different types of switches be useful in different types of products?

• Remind children about the dangers of mains electricity.

Focused Tasks (FTs)

Learning Progression

- Recap with the children how to make manually controlled, simple series circuits with batteries and different types of switches, bulbs and buzzers. Discuss which of the components in the circuit are input devices e.g. switches, and which are output devices e.g. bulbs and buzzers.
- Demonstrate how to find a fault in a simple circuit and correct it, giving pupils opportunities to practise.
- Use a simple computer control program with an interface box or standalone control box to physically control output devices e.g. bulbs and buzzers.
- Ask the children to make a variety of switches by using simple classroom materials e.g. card, corrugated plastic, aluminium foil, paper fasteners and paper clips. Encourage children to make switches that operate in different ways e.g. when you press them, when you turn them, when you push them from side to side. Ask the children to test their switches in a simple series circuit.
- Teach children how to avoid making short circuits.

Design, Make and Evaluate Assignment (DMEA)

- Develop a design brief with the children within a context which is authentic and meaningful.
- Discuss with children the purpose of the battery-powered products that they will be designing and making and who they will be for. Ask the children to generate a range of ideas, encouraging realistic responses. Agree on design criteria that can be used to guide the development and evaluation of the children's products, including safety features.
- Using annotated sketches, cross-sectional and exploded diagrams, as appropriate, ask the children to develop, model and communicate their ideas.
- Ask the children to consider the main stages in making and testing before assembling high quality products, drawing on the knowledge, understanding and skills learnt through IEAs and FTs.
- Evaluate throughout and the final products against the intended purpose and with the intended user, drawing on the design criteria previously agreed.