Year Groups	Key learning in design and technology	Project title	Provided resources
Year 4 Structures - Shell structures Health and safety Pupils should be taught to work safely, using tools, equipment, materials, components and techniques appropriate to the task.	 Prior learning Experience of using different joining, cutting and finishing techniques with paper and card. A basic understanding of 2-D and 3-D shapes in mathematics and the physical properties and everyday uses of materials in science. Designing Generate realistic ideas and design criteria collaboratively through discussion, focusing on the needs of the user and purpose of the product. Develop ideas through the analysis of existing products and use annotated sketches and prototypes to model and communicate ideas. Making Order the main stages of making. Select and use appropriate tools to measure, mark out, cut, score, shape and assemble with some accuracy. Explain their choice of materials according to functional properties and aesthetic qualities. Use finishing techniques suitable for the product they are creating. Evaluating Investigate and evaluate a range of existing shell structures including the materials, components and techniques that have been used. Test and evaluate their own products against design criteria and the intended user and purpose. Technical knowledge and understanding Develop and use knowledge of how to construct strong, stiff shell structures. Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes. Know and use technical vocabulary relevant to the project. 	Design, make and evaluate a (product) for (user) for (purpose). To be completed by the teacher if the context is different to the one pre-planned What could children design, make and evaluate? gift boxes/containers desk tidy disposable/recyclable lunchboxes packaging cool boxes cool boxes party boxes keep safe boxes mystery boxes other – specify	collection of shell structures for different purposes and users Other resources felt-tip pens, rulers, right/left handed scissors, card, squared paper, coloured paper, adhesive tape, masking tape, PVA glue, glue spreaders, pencils,
 Children investigate a from? How has it been a design? Children take a small p Evaluate existing products 	valuative Activities (IEAs) collection of different shell structures including packaging. Use questions to develop children's understanding e.g. What is the purpose onstructed? Are the materials recyclable or reusable? How has it been stiffened i.e. folded, corrugated, ribbed, laminated? What size/sh package apart identifying and discussing parts of a net including the tabs e.g. How are different faces of the package arranged? How are ucts to determine which designs children think are the most effective. Provide opportunities for the children to judge the suitability of logo/size of font e.g. What do you prefer and why? What style of graphics and lettering might we want to include in our product to mee	nape/colour is it? What information does it sh e the tabs used to join the 'free' edges of the the shell structures for their intended users a	now and why? How attractive is the net? and purposes. Discuss graphics including

for...?

Focused Tasks (FTs)

• Children use kit parts with flat faces to construct nets. Practise making nets out of card, joining flat faces with masking tape to create 3-D shapes. Experiment with assembling in nets in numerous ways.

• Demonstrate skills and techniques of scoring, cutting out and assembling using pre-drawn nets. Then allow children to practise by constructing a simple box. Show how a window could be cut out and acetate sheet added.

• Demonstrate how to use different ways of stiffening and strengthening their shell structures e.g. folding and shaping, corrugating, ribbing, laminating. Provide opportunities for the children to practise these and to carry out tests to find out where their structures might need to be strengthened or stiffened.

• Children discuss and explore the graphics techniques and media that could be used to achieve the desired appearance of their products.

• Practise using computer-aided design (CAD) software to design the net, text and graphics for their products according to purposes.

Design, Make and Evaluate Assignment (DMEA)

• Develop a design brief with the children within a context which is authentic and meaningful.

• Discuss with the children the uses and purposes of their shell structures e.g. What does the product need to do? Who is it aimed at? How will the purpose and user affect your design decisions? Agree on design criteria that can be used to guide the development and evaluation of children's products *e.g.* How will we know that we have designed and made successful products?

• Ask the children to use annotated sketches and prototypes to develop, model and communicate their ideas for the product e.g. What will you need to include in your design? How can you improve it? What materials will you use? How will you make sure your product works well and has the right appearance?

• Ask children to identify the main stages of making and the appropriate tools and skills they learnt through focused tasks. Encourage the children to work with accuracy, using computer-aided design (CAD) where appropriate. • Evaluate throughout and the final products against the intended purpose and with the intended user, drawing on the design criteria previously agreed.

Learning Progression