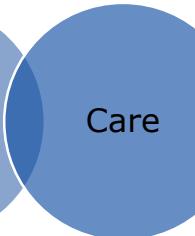


Design Technology (Y1) – Animal Shelters

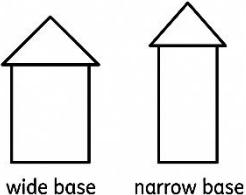
Prior Knowledge

- We can use different things, such as glue or tape, to join materials. (Rec)
- Materials can be described by their properties e.g. how they look, feel or move. (Year 1, Autumn Term)



Key Knowledge

- A shelter is a place that keeps an animal safe, dry and warm or cool depending on where it lives.
- A structure is something that has been built and can stand on its own.
- Different animals need different kinds of shelters, depending on whether they live in a hot or cold place.
- A strong structure needs a good base to help it stand up (wider bottoms help stop it falling over).
- We can make a structure stronger by using stiff materials or folding, bending or joining pieces carefully.
- Joining materials carefully helps keep a structure together.
- Properties can help us decide what is the best material for a certain object.



wide base

narrow base

Equipment



Recycled materials



Scissors



Glue and tape

How can we design a shelter to keep an animal safe and comfortable?



Health and Safety

Walk slowly and carefully around the classroom.

If you need to move around with scissors, hold around the closed blade, face down.

Follow the teachers example of how to sensibly use scissors. Make sure you sit down to do your cutting.

Ensure you only apply glue to the area being stuck. Avoid contact with eyes and mouth.