



## Year 1 Medium Term Planning for the Learning Challenge Curriculum

**Term: Autumn**

**DT Project: Rolling Toy**

<p><b><u>Previous Learning</u></b> Exploring the properties of materials with regard to how strong/heavy they are.</p>	<p><b><u>New Knowledge /Consolidation</u></b> Exploring new joining techniques (tabs &amp; brackets) to increase the strength of a model.</p>	<p><b><u>End of Project Outcome</u></b> To create a simple structure or toy that used a cardboard tube securely joined to another component (i.e. wheel or base).</p>	<p><b><u>Environmental Links</u></b> Discuss the concept of reusing materials (tubes) and what can be recycled and what can't be recycled (Sellotape).</p>	<p><b><u>Key Inventors/People</u></b> N/A</p>	<p><b><u>Project Vocabulary</u></b> Explore, Compare, Risk &amp; Safety Plan, Choose &amp; Design Attach, Join &amp; Cut Equipment &amp; Tools Strengthen Tab &amp; Bracket Change &amp; Improve</p>
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Section	Lesson	Key Skills	Learning Objective & Activity
Explore	1	<ul style="list-style-type: none"> <li>• Talk about &amp; explore existing products, identifying what is good or could be improved.</li> <li>• Express personal opinions on products.</li> <li>• Begin to identify individual features that affect how products work (e.g., wheel size or position).</li> </ul>	<p><b><u>To investigate how the size &amp; position of wheels effects how effectively a toy moved.</u></b> Use a range of toy vehicles on the Beebot mats to investigate how easy they are to push.</p> <p>Discuss what toys were easier to move and why – look at wheel position, number of wheels and wheel size.</p>
Plan	2	<ul style="list-style-type: none"> <li>• Generate simple ideas through talking, drawing, or ICT.</li> <li>• Represent ideas using basic drawings or models.</li> <li>• Consider the purpose of a design (e.g., a bag to carry toys).</li> <li>• Recognise different materials and their basic properties.</li> </ul>	<p><b><u>To use different emotions to create a design for their wheels. To consider the size and position of materials.</u></b> Indicate whether they will use a short or longer tube as the body of their “roller”. Indicate where the wheels will be positioned (level = runs straight, both wheels off to one side = ditherer, each wheel off to opposite sides = wanderer). Consider if they would like to make their toy for themselves or a younger child. Key words to be used on the template. <b>Wheels to be designed on the back of the sheet – larger wheels needed to make joining easier. Plans to be photocopied onto card.</b></p>

<p><b>Make</b></p>	<p><b>3</b></p>	<ul style="list-style-type: none"> <li>• Begin to join materials using simple techniques.</li> <li>• Use familiar tools and equipment safely.</li> <li>• Create a fixed axel to create a rolling movement.</li> </ul>	<p><b><u>Make a rolling toy that is robust using different materials.</u></b>  Use developing cutting skills to cut out their wheels and resize the tube used for the body (focus on keeping work tidy if possible/finishing techniques).  As a class, discuss the difference between using only glue to join the tube to the wheels and using brackets or tabs (strengthening techniques when joining).  <b>Work through following teacher example to attach one wheel using tabs and another using a bracket (visual &amp; real-world examples to be used for reference).</b>  Use tape to further strengthen. Explore the use of different tapes and discuss the differences.</p>
<p><b>Evaluate</b></p>	<p><b>4</b></p>	<ul style="list-style-type: none"> <li>• Talk about own work, linking to what went well.</li> <li>• Identify simple ways to improve a product.</li> <li>• Express opinions about the work of others.</li> </ul>	<p><b><u>To compare what was planned with what was produced.</u></b>  Use a paper handout to compare how the finished toy moved and what it looked like in comparison with the choices they were made on the plan.</p> <p><b><u>To consider what went well and what didn't.</u></b>  Class discussion based around the statement "I found .../easy ... because", in my opinion ... because...</p> <p>Where there any bad things (negatives) about the toy you produced?  Mind map responses. Compare how different people approached the problem – what worked well?</p>