

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

Term: Autumn DT Project: Rolling Toy

Previous Learning Exploring the properties of materials with regard to how strong/heavy they are.	New Knowledge /Consolidation Exploring new joining techniques (tabs & brackets) to increase the strength of a model.	End of Project Outcome To create a simple structure or toy that used a cardboard tube securely joined to another component (i.e. wheel or base).	Environmental Links Discuss the concept of reusing materials (tubes) and what can be recycled and what can't be recycled (Sellotape).	<u>Key</u> <u>Inventors/People</u> N/A	Project Vocabulary Explore, Compare, Risk & Safety Plan, Choose & Design Attach, Join & Cut Equipment & Tools Strengthen Tab & Bracket Change & Improve
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Section	Lesson	Key Skills	Learning Objective & Activity
Explore	1	<ul> <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>	To investigate how the size & position of wheels effects how effectively a toy moved.  Use a range of toy vehicles on the Beebot mats to investigate how easy they are to push.  Discuss what toys were easier to move and why – look at wheel position, number of wheels and wheel size.
Plan	2	<ul> <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> </ul>	To use different emotions to create a design for their wheels. To consider the size and position of materials.  Use brushes on a pre-prepared Seesaw template to decorate their wheels (set size) as a face showing a chosen emotion.
		<ul> <li>Recognise different materials and their basic properties.</li> </ul>	Indicate whether they will use a thin (tin foil) tube or fat (kitchen roll) 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). Key words to be used on the template.
Make	3	Begin to join materials using simple techniques.	Make a rolling toy that is robust using different materials.

		<ul> <li>Use familiar tools and equipment safely.</li> <li>Create a fixed axel to create a rolling movement.</li> </ul>	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).  Use either brackets or tabs to join the components and use tape to
			further strengthen. Explore the use of different tapes and discuss the differences.
Evaluate	4	<ul> <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>	To compare what was planned with what was produced.  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.
			To consider what went well and what didn't. Class discussion based around the statement "I found/easy because", in my opinion because
			Where there any bad things (negatives) about the toy you produced? Mind map responses. Compare how different people approached the problem – what worked well?