

National Curriculum Objectives which are covered in this unit:

Design

Pupils should be taught to:

- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Make

Pupils should be taught to:

- Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

Pupils should be taught to:

- Investigate and analyse a range of existing products.
- Understand how key events and individuals in design and technology have helped shape the world.

Technical knowledge

Pupils should be taught to:

- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].

Lesson sequence - include the key concept, L.O. and brief description of lesson

<p>WALT: learn about electrical items and how they work.</p> <p>Exploring the difference between electrical and electronic and revisiting how to create a simple circuit.</p> <p>Success criteria</p> <ul style="list-style-type: none"> • I can identify electrical products. • I know what electrical conductors and insulators are. • I know that a battery contains stored electricity and can be used to power products. <p>Pupils with secure understanding indicated by: identifying electrical products; explaining why electrical products are useful; making a working switch.</p> <p>Pupils working at greater depth indicated by: identifying the features of electrical products; suggesting other ways to make a switch using different conductors.</p>	<p>WALT: analyse and evaluate electrical products.</p> <p>Evaluating a range of torches and identifying the features of a torch.</p> <p>Success criteria</p> <ul style="list-style-type: none"> • I can identify the features of a torch. • I understand how a torch works. • I can say what is good and bad about different torches. • I understand what is important in torch design. <p>Pupils with secure understanding indicated by: identifying the features of a torch and how it works; describing what makes a torch successful.</p> <p>Pupils working at greater depth indicated by: explaining which features are important to all torches and which are tailored to the target audience; generating creative suggestions for how the components could be made.</p>	<p>WALT: design a product to fit a set of specific user needs.</p> <p>Designing a torch by incorporating features identified in the previous lesson.</p> <p>Success criteria</p> <ul style="list-style-type: none"> • I can factor in who my product is for in my design criteria. • I can design a torch which satisfies both the design and success criteria. <p>Pupils with secure understanding indicated by: writing design criteria for a specific user; creating suitable designs that fit the success criteria and their own design criteria.</p> <p>Pupils working at greater depth indicated by: using the outcome of the previous lesson's evaluation task to improve their design; adding special features specifically designed for their user.</p>	<p>WALT: make and evaluate a torch.</p> <p>Building a circuit and housing for torches.</p> <p>Success criteria</p> <ul style="list-style-type: none"> • I can make a working circuit with a switch. • I can use appropriate equipment to cut and attach materials. • I can assemble a torch according to my design criteria. • I can assemble a torch which satisfies the success criteria. • I can test my torch to evaluate its success. <p>Pupils with secure understanding indicated by: assembling a functioning torch with a working circuit and switch according to their design criteria.</p> <p>Pupils working at greater depth indicated by: adding special features to suit their client; discussing how these components could be used in other products.</p>
<p><u>Prior learning</u></p> <p><i>List year groups and topics with connected learning</i></p>			
<p><u>Future learning</u></p> <p><i>List year groups and topics with connected learning</i></p>	<p>Year 6 Electrical systems – Steady hand game.</p>		
<p><u>Key vocabulary to be explicitly taught</u></p>	<p>battery bulb buzzer circuit diagram component conductor electrical item electricity electronic item insulator series circuit switch target audience test torch wire</p>		

<p><u>Cross-curricular links</u></p>	<p><u>Science</u> Electricity Pupils should be taught to:</p> <ul style="list-style-type: none"> • Identify common appliances that run on electricity. • Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. • Identify whether or not a lamp will light in a simple series circuit based on whether or not the lamp is part of a complete loop with a battery. • Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. • Recognise some common conductors and insulators, and associate metals with being good conductors. <p><u>History</u> Pupils should be taught about:</p> <ul style="list-style-type: none"> • A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.
<p><u>Enrichment</u></p> <p><i>Give visit/visitor/first hand experience and focus</i></p>	
<p><u>Useful websites/resources</u></p>	<p><u>Knowledge organiser: DT - Y4 Torches</u> <u>Vocabulary display: Electrical systems: Torches</u></p>