

Design & Technology	Year: 1	Unit: Structures	Links to: EYFS construction
Subject Vocabulary: Design - a picture to show what something will look like Plan – a picture or words to show how something will be made Function - what the object is for Product - the object made Join - where materials meet Materials - things to be used to Tools – something to help get the job done Evaluate - does the product work Test - find out if the product works Test criteria – ways to test products linked	What I Should Already Know: How to make a simple structure Know you can make and build with different materials Know some names of different materials What is a structure? Structures are things that are built for a purpose? They can large or small (buildings, bridges to chairs and tables) Freestanding structures are structures that can stand up without being attached to something else. Freestanding structures need to support their own weight and also the weight of the things or people that use them.	Unit Specific Vocabulary: <i>Structure - a framework made to contain or support</i> <i>Freestanding structure - not attached or supported by another structure</i> <i>Strong - able to withstand force/ less likely to break</i> <i>Stable - not likely to fall over or cave in</i> <i>Rigid - solid</i> <i>Support - something that will help the structure to stay up</i> <i>Join - where materials meet</i> <i>Construct - to make</i> <i>Materials – wood, paper, metal, card, plastic, wool</i> <i>Base - the bottom of the structure</i> <i>Flexible - is able to bend</i> <i>Recycle – to reuse or convert to reuse</i> <i>Prototype – a first version or a product to develop</i> <i>Base - the bottom of the structure that can help to support and make it stable</i>	
What I should know by the end of the Unit: To know what a shell structure is To know how to make a structure stronger To know you can make structures from different materials To know some names of different materials To know the properties of materials To know how to use scissors safely			