

Subject: Design and Technology

Theme: Make a money box

<i>Knowledge</i>	<i>Skills</i>	<i>Vocabulary (Top 20)</i>
<ul style="list-style-type: none"> • Know and describe the purpose of their product and indicate the design features of their products that will appeal to intended users. • Know about inventors, designers engineers, chefs and manufacturers who have developed ground breaking products. • Know how the use learning from science and maths to help design and make products that work. • Know the correct technical vocabulary for the projects they are undertaking. • Know how to make stiff and strong structures. 	<ul style="list-style-type: none"> • Explain how their product works. • Generate realistic and annotate ideas. • Select and explain their choices of tools and equipment in relation to the skills and techniques they will be using. • Identify the strengths and areas for development in their ideas and products. • Consider the views of others to improve their work. • Evaluate their completed products using their design criteria. 	<p>Attaching Research Shape Stiff User Annotated Assemble Capacity Fixing Investigate Net Perseverance Pressure Three-dimensional Width Consumer awareness Finishing Graphics Prototype Shell structure</p>



Love



Friendship



Compassion



Community



Trust



Forgiveness

"Let all that you do be done in love." 1 COR 16:24
Do all the good you can.... John Wesley