
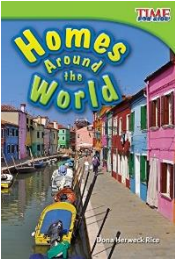
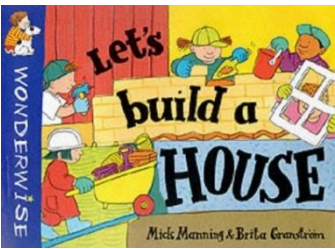


National Curriculum Objectives	Key Knowledge and Vocabulary
<ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics explore and evaluate a range of existing products evaluate their ideas and products against design criteria build structures, exploring how they can be made stronger, stiffer and more stable. 	<p>Explore and investigate the various types of houses people live in around the world, Recognise and name some different types of homes and their features.</p> <p>Identify and name shapes within houses.</p> <p>Draw a house using a variety of shapes.</p> <p>Know that when people design real houses they usually make a model first to show their ideas.</p> <p>Explore how to combine and join shapes to make a house.</p> <p>Make decisions about which materials to use for a particular purpose.</p> <p>Select and use a variety of techniques for joining materials together successfully.</p> <p>Know that there are several techniques for joining materials including glue, packing tape, masking tape, blu-tack, staples, elastic bands</p> <p>Suggest ways of improving their structures or making them stronger.</p> <p>Investigate ways of creating the interior of a house.</p> <p>Know how to make effective hinges to create doors which open and close.</p>
<p>Links to our school values:</p> <p>Thankfulness</p> <p>Service</p>	<p>Choose materials and joining methods for creating items of furniture</p> <p>Gather and develop ideas for how to decorate the interior of a house.</p>
<p>Texts to support learning</p> <p>Fiction:</p>  <p>Non-Fiction:</p>  	<p>Design a house for a particular person or purpose.</p> <p>Discuss and consider who the house is for, how many rooms it will have, how it will be decorated and what materials the house will be made from.</p> <p>Apply what they have learnt when designing a house.</p> <p>Select the materials and tools they will need to make their houses.</p> <p>Follow a design to create a house.</p> <p>Choose appropriate materials, tools and techniques to create a model house.</p> <p>Use finishing techniques to improve the overall quality of their product.</p> <p>Say what they think and feel about their finished houses.</p> <p>Evaluate the work of others and give their opinions in a constructive way.</p> <p>Suggest ways in which they could improve their product if they were to make it again</p>