

St Bernadette's Catholic Primary Voluntary Academy
Subject Medium Term Planning - KS1 Advent Term Cycle B - Topic Blast from the Past



Mechanisms - Axles and wheels	Learning Objective	Activity	Key Knowledge (By the end of the lesson)		Vocabulary (Tier 3)
			Substantive	Disciplinary	
Lesson 1	DT L.O. 5 To be able to explore and evaluate a range of existing products.	Explore a range of existing toy cars/other toy vehicles. Look at a range of pull back, push cars etc and talk about how you make them move. Discuss how they have been made, materials used.	<ul style="list-style-type: none"> Know that there are different types of toy cars/vehicles Know that toy cars can be made in different ways and of different materials. 		Vehicle material Push/ pull
Lesson 2	L.O. 8 To be able to explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	<p>Mechanisms - what makes the cars work, not work.</p> <p>Take apart a simple toy cars/vehicles and discuss how it has been put together. What job does each part do? Look at several examples, made from different materials - different wheels, thicknesses, sizes etc Look at free axles and fixed axles. How do the wheels move? How are they fixed on?</p> <p>Explore with construction kits Assemble some wheel, axle and axle holder combinations.</p> <p>Labelling the parts of a wheeled product.</p>	<ul style="list-style-type: none"> Know the names of the parts of a simple wheeled mechanism - naming axle, wheel Know the difference between a fixed and a freely moving axle. 	<ul style="list-style-type: none"> Be able to put together the parts of a simple wheeled mechanism 	mechanism wheel Axle (free, fixed) axle holder chassis body cab assemble
Lesson 3	L.O. 2 To be able to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and,	Children to make a toy car/vehicle by recycling materials, packaging etc.	<ul style="list-style-type: none"> Know what design criteria are and can identify them for making a product 	<ul style="list-style-type: none"> Make a mock up of their design using paper/cardboard 	product design design criteria purpose Mock up

	where appropriate, information and communication technology.	<p>The purpose will be a Christmas present for a younger child.</p> <p>Discuss the design criteria needed to be successful (record these).</p> <p>Children to try out their design ideas by making a mock up of their vehicle using paper and cardboard.</p>			
Lesson 4	L.O. 4 To be able to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	<p>Making vehicles – different stages and processes.</p> <p>Focus on selecting materials - remembering the purpose and that they need to meet design criteria.</p>	<ul style="list-style-type: none"> Know and select suitable materials needed to make a product 		dowel
Lesson 5	DT L.O. 3 To be able to select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].	<p>Making vehicles – different stages and processes.</p> <p>Focus on selecting tools - remembering the purpose and that they need to meet design criteria.</p> <p>Safety - use of saw. Demonstration how to mark out, hold and cut dowel.</p> <p>Finishing techniques</p>	<ul style="list-style-type: none"> Know and select suitable tools needed to make a product 	<ul style="list-style-type: none"> Use simple tools safely (including a saw) 	saw vice join adapt
Lesson 6	DT L.O. 6 To be able to evaluate their ideas and products against design criteria.	<p>Evaluation of their finished toy against the design criteria.</p> <p>Communicate in groups how their vehicle works. Did they have to make changes? What would do differently next time?</p> <p>Photographs as try out toy cars/vehicles.</p>	<ul style="list-style-type: none"> Know why evaluating is an important part of the design, make, evaluate process. 	<ul style="list-style-type: none"> Evaluate a finished product against design criteria. 	Evaluate user

