

Board Games

Construction

Prior Knowledge

Year 3— you learnt how to design and evaluate a construction project. You learnt how to justify your choices of materials and techniques.

Year 4— you learnt the techniques necessary to create a mechanical model using levers and sliders. You also learnt how different motions and movements can be combined.

Year 5— you learnt how to create 3D model boats using a variety of construction techniques.



My Component Knowledge:

Lesson 1: I can carry out market research.

Lesson 2: I can practice skills that I have learnt to join materials.

Lesson 3: I can design a game for class 1 children.

Lesson 4: I can construct my design

Lesson 5: I can continue to construct my design

Lesson 6: I can evaluate my finished product.

My Composite Knowledge:

To design and generate a research project using interviews and surveys.

Create a step-by-step plan of a project including a costing.

To know how to strengthen, stiffen and reinforce 3D frameworks.

My Powerful Knowledge:

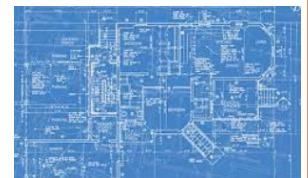
To design and construct a board game for younger children, to create a set of rules that are understandable and to understand what makes a fun game and how to follow market research,

Key Vocabulary

Tier 1: Make, Christmas, cutting, joining, fixing, game

Tier 2: Design, research, brief, product, technology, consumer, user

Tier 3: Prototype, evaluate, analyse, aesthetic



What makes a game enticing?

How can you find out what people want?

How do you work out how much a project will cost?

How do you evaluate a

