

What I should already know:

Design

- 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

Make

- 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
- Evaluate
- Explore and evaluate a range of existing products

Build

- Build structures exploring how they can be made stronger, stiffer and more stable.

**YEAR 4: Roman Chariots.
Moving Vehicles.**



Key Vocabulary

Roman Chariot	The Roman chariot was a two- or four-wheeled cart usually pulled by horses.
Chassis	The chassis is the frame or base on which the vehicle is built. A chassis should be strong and rigid enough to hold the vehicle.
Mechanism	Mechanisms are the parts that make something work. Mechanisms are all around us! Most objects that help us in our lives are made up of different mechanisms.
Wheel	Wheels are circular objects that roll on the ground, helping vehicles and other objects to easily move.
Axle	Axles are rods that help wheels to rotate. The wheel can either rotate freely on the axle, or be attached to (and turn with) the axle.
Dowel	A projecting peg used for holding together components of a structure.
Evaluating	Evaluating is the process of deciding if you've done something the best way, and looking at what could be improved.

By the end of this unit, I will know how to:

Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Make

- Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

