

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Design & Technology: Gingerbread Houses

Lesson 5

To know how to construct a house out of edible resources

I can use tools for a specific purpose
I can follow a design when decorating



Lesson 6

To know how to evaluate a product against design criteria

I can suggest ways to improve my product
I can explain what I would do differently if I were to do it again



Lesson 3

To know why a prototype is important

I can amend a design based on testing
I can generate solutions to challenges if necessary



Lesson 4

To know how to construct a house out of edible resources

I can follow a simple recipe
I can measure dimensions and ingredients accurately



Lesson 1

To know what is meant by an edible house

I can plan a simple method of construction
I can incorporate existing design ideas into my own



Lesson 2

To know how to use a computer to design a pattern template

I can use a computer to create a design
I can generate success criteria based on existing products



What should I already know

- How to evaluate a range of existing products using a design criteria
- To know what is meant by reinforcement and strengthening and know some techniques to do so

National Curriculum:

- KS2 - 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
- KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- KS2 - apply their understanding of how to strengthen, stiffen and reinforce more complex structures

