

Steps through Learning

DT: Gingerbread Houses

Language I might need to know and use:

Prototype - a full-scale, functional model used for testing a design

Hygienically - being clean when handling food

Blueprint - a drawing or plan that shows what your gingerbread house will look like before you build it

Structure - the way parts of the house are put together

Foundation - the base of your house that everything else sits on

Roof - the top part of the house

Walls - the sides of the house to hold it up

Decorate - add embellishments to make the house look interesting

Frosting - a sugary topping used to cover parts of the house or to act as glue for the decorations

Edible - something that is safe to eat

Symmetry - when one side of the house looks the same as the other side, like a mirror image

Design - the way you plan how your house will look, including the shape, structure and decoration

Balance - make sure the house can stand on its own without falling over

Sturdy - strong and not likely to fall apart

