

The King's Quest

Design a playground for the royal kingdom.

DT Theme:
(Structure unit)

Teaching focus:

Learning Lens: Structures

Class: Year 6

Previous Knowledge

Chairs (Y2) Castles (Y3) Pavillions (Y5)

Project Hook or 'Wow' memory

.Visit to the park/ Photos of local park and structures

Key skills

Design a playground featuring a variety of different structures.

Use new and prior knowledge of structures and materials to build and reinforce a variety of structures.

Measure, mark and cut wood to create a range od structures.

Adapt, test and evaluate the final structures.

Learning Steps

Key Knowledge

Design a new playground with a variety of structures.

Using the video/photos plan a playground with a variety of structures. How are they used and formed? Design 5 pieces using 3 different structures. Improve and edit design.

Build a variety of playground structures.

Video
Choose appropriate materials. Name, choose and use equipment safely. Use a range of modelled techniques. Strengthen and reinforce structures. Mark and measure wood accurately.

Adapt, perfect and reinforce structures.

Test structures. Use self/peer evaluation to improve and add detail to current structures. Adapt design. Chose appropriate materials to reinforce and decorate structures.

Create a playground landscape.

Create a landscape. Attach structures securely to a base. Reinforce/adapt design. Use a range of materials

Evaluate a design plan and final product against success criteria based on peer assessment.

Use the design criteria to assess the different structures. Record ideas.

Key vocabulary

Apparatus	strong
design criteria	reinforce
Equipment	function
Playground	purpose
landscape features	rigid
Cladding	durable

Final outcome

3 different structures and a playground landscape.

Images/themes to support the planning process. Simple structures.
Framework to support evaluation.

