Lower Key Stage 2
Design and Technology - Does your game stop you from being bored?

Key Vocabulary

(mechanical) mechanism, pneumatic systems, movement force, pivot, compress, input, output, syringe, tube, pump, transfer, length, width, Computer Aided Design (CAD), glue gun, marking out, adhesives, joining, assemble, accuracy, material, stable, strong, User, purpose, evaluating, design, model, evaluate, design brief, design, criteria, innovative, prototype, appealing, planning, annotated sketch, sensory evaluations functional, investigate, label, drawing, function

Entry Point
Can I name the shape that is used to strengthen?

Lesson 1
Can I explore different board games and collect market research?

Tally	Frequency
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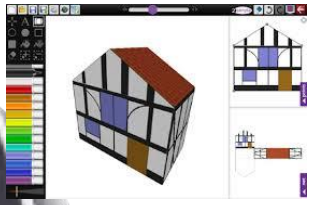
Lesson 2
Can I measure and cut wood using a hacksaw?

Lesson 3
Can I join using temporary and permanent fixing including a glues gun?

Lesson 4
Can I design and plan a product using Purple Mash?



Exit Point (Lesson 5)
Can I make and evaluate a game which includes a wooden frame?