

Jerry Clay Academy Subject Unit Overview

Subject: D&T Year Group: 4 Term: Spring

Core Learning of This Unit:

The children will create a **moving toy** as part of their **Guardians of the Planet theme**. As part of this, pupils should be able to select appropriate tools and techniques for making their product ; measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques; join and combine materials and components accurately in temporary and permanent ways Some children may use simple graphical communication techniques to share and progress their ideas.

Prior Learning:

- Select tools and techniques for making their product
- Measure, mark out, cut, score and assemble components with more accuracy
- Work safely and accurately with a range of simple tools
 Think about their ideas as they make progress and be willing change things if this
- helps them improve their work
 Use finishing techniques strengthen and improve the appearance of their product using a range of equipment

National Curriculum Statements:

 generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

 select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
 understand and use

mechanical systems in their products [for example, gears, pulleys, linkages]

Key Vocabulary:

Adjustments Alterations Permanent Axle Motion Procedure Components Cross-section Enlarged view Perspective drawing Proportion

Significant People

- John Spilsbury first jigsaw 1767
- Frank Hornby Meccano 1900
- History of axel toys During the nineteenth century in the United States, pinwheels provided many children with numerous hours of enjoyment and amusement.^[1] An Armenian immigrant toy manufacturer, Tegran M. Samour, invented the modern version of the pinwheel, originally titled "wind wheel," in 1919 in Boston, Massachusetts.