What we already know	Design and Technology Structures – Constructing a Windmill Year 1 and 2	What will we know by the end of this unit?
• Use scissors to cut out. • Know how to use glue to stick. • Know how to use tape to stick. • Know how to use both scissors and glue safely.		• Follow design criteria to meet the needs of a user. • Make a stable structure. • Make functioning sails/blades that attach to the supporting structure. • Improve their windmill

Key skills

• Finding the middle of an object. • Puncturing holes. • Adding weight to a structure.	• Creating supporting structures. • Cutting evenly and carefully. • Evaluating and improving a product.

Skills			Knowledge		Vocab	
Design	Make	Evaluate	Technical	Additional	structure	Something that is built for a purpose
Designing a purposeful, functional, appealing products for themselves and other users based on design criteria.	Following a design to construct a model Selecting from and using a range of tools and equipment to cut, shape, join and finish a structure. Selecting from and using a wide range of materials and components.	Explore and evaluate a range of existing products. Evaluate their ideas and product against design criteria. Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. Reviewing the success of a product by testing it with its intended audience. Improving the product.	Building structure, exploring how they can be made stronger, stiffer and more stable. To know the different parts of a windmill.	To know that in Design and technology we call a plan a 'design'. To know that there are different types of windmills.	base	The part of a structure that holds up the rest
					turbine	The part that moves in the wind
					sail	A part of the windmill that catches the wind
					windmill	A structure with sails that are moved by the wind
					axle	The point where the turbine/sail moves
					rotate	Spinning around
					rotor	The part where a windmill rotates
					rotor blade	A part of a windmill that catches the wind.
					evaluate	Reviewing the product and making judgement about it