

TEACHER NOTES

Design & Technology

Design For Purpose

Contextual Summary

This resource starts with a pre-visit lesson at school where an on-site activity will be created.

The main designing activity is intended for completion back at school. The project covers a range of skills from questioning, creating within a team to presenting to an audience. The full project will cover a number of lessons.

Activities are designed to appeal to students of all abilities in upper key stage 2 (years 5-6).



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TAPNELL
FARM PARK

SUBJECT

Design & Technology

UNIT

Designing for Purpose

OPPORTUNITIES FOR USE

- ✓ Pre-Visit
- ✓ On-Site Activity
- ✓ Post-Visit



Peripheral Task

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The pre-visit lesson covers identifying a need to create something. They will need to get questions towards the information they need for their research. The on-site resource will be created in this lesson. It will probably be fairly basic and should not be done at the beginning of the visit and may help students get to know their way around Tapnell Farm Park.

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done at the beginning of the visit and may help students get to know their way around Tapnell Farm Park.

This activity can be teacher-led on-site, or a more autonomous approach can be adopted where small groups follow their own path through the areas but accompanied by an adult.

The main project will be continued in the classroom post visit and will be carried out in small groups. The project will see an idea reached, developed, drawn up and followed through to being presented to an audience. **Details are laid out on the lesson plan provided.**

Ability Levels

This resource is suitable for upper key stage 2 students of mixed ability, working in groups. Student feedback sheets have low/high ability variants.

Key skills practised in this unit:

- ▶ Application of learnt skills in a new context
- ▶ Self management/organisation
- ▶ Creative thinking
- ▶ Collaborative working
- ▶ Higher order thinking skills.

Relationship to Curriculum

These skills are crucial in supporting those required to be taught and practised as per the National Curriculum / Curriculum for Excellence, for key stage 2 subjects.



P6-P7

CURRICULUM / SYLLABUS

- ✓ National Curriculum 2014
- ✓ Curriculum for Excellence

Applies to Resource numbered:

152152

Learning Opportunities

Pre-Visit

- ▶ Completion of the pre-visit lesson - a sample lesson plan is linked to this resource.
- ▶ Students will develop their questioning skills and will make their own questionnaire for use on-site.

During the Visit

- ▶ Students use their own questionnaire to collect evidence.

Post-Visit

- ▶ Students complete the worksheet resource linked to this document: *Animal Farm Park Design Challenge!*

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- ▶ Lesson Curriculum relevant materials supporting school trips to the Isle of Wight

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Enrichment Opportunities

- ▶ The project will reinforce problem solving skills as well as encouraging students to actively think about the way they approach a task and how they interact with others. This will impact on subsequent learning.
- ▶ There are opportunities for creativity, speech and language and the building of confidence.

Learning Outcomes

- ✓ Students will have demonstrated a range of skills involved in collaborative work, research, creativity, assessment, giving and taking feedback and presenting to an audience.

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