| Торіс | Rationale | Knowledge acquisition | Tasks - notes | Key vocab | Skills and enrichment |
|-------|--|---|--|--|---|
| Topic | Rationale This topic gives students the opportunity to acquire the required knowledge regarding forces and stresses acting of products. Students will be given the opportunity to compete in a series of STEM challenges and use workshop tools and equipment to create structures. | Knowledge acquisitionLesson 1: StructuresTo know what a structure is and how to exploit material properties to create rigid structures.Lesson 2: ForcesTo know the different types of forces and the ways they affect products.Lesson 3: Bridge Structures To know how to use CAD to | Tasks - notesIdentification of structuresStructure categoriesTallest structure challenge: creation of a ridges self- standing structureStatic and dynamic loadsThe 5 forces.Forces acting on products.Strong structure challenge: creation of a freestanding structure that holds a heavy weight.STEM homework 1Homework misconceptions Types of bridges | Key vocab Structure Stability Strength Static Dynamic Load Tension Compression Torsion Bending Shear Member Triangulation | Skills and enrichment Subject specific Skills. Idea creation Graphical communication Using workshop tools and equipment Numeracy Measuring in MM Scale Literacy Key vocab, meanings, and context Comprehension of instructions for processes Cultural Capital The Tacoma Narrows Bridge World famous structures World famous bridges Alessi Links to National Curriculum Design: Identify and solve their own design problems. Use a variety of approaches to generate creative ideas. Develop and communicate design ideas using annotated sketches. Make: Select from and use specialist tools, techniques, processes, equipment, and machinery precisely. Select from and use a wider, more complex range of material, taking into account their properties. |
| S | Links to KS2. Possible STEM workshops and challenges. KS3. Working safely in a workshop. Using creative thinking and teamwork. The relevance of DT - testing and development. | stimulate real structures and force using west point design. Lesson 4: Bridge Building To know how to make a stable structure using previous knowledge of forces and stresses acting on products. | Triangulation West point bridge design challenge: creation of the cheapest working bridge Tires and struts Equilibrium Straw bridge design challenge: creation of a bridge structure with the best strength to weight ratio. Assessment: Show you know. Assessment and feedback on Show you Know 1. Live marking opportunity | Compression Tension Ties Stuts Equilibrium | |

| | Lesson 5: Biomimicry | Biomimicry definition | Biomimicry | Evaluate: |
|-----------------------|--------------------------------------|-----------------------------|------------|---|
| Ladders towards | To know what biomimicry is and | Product inspired by nature. | Morphing | • Analyse the work of past and present professionals |
| Strength and | how it is used in technology to | Morphing (Alessi) | Alessi | and others to develop and broaden their |
| reinforcement | develop design ideas. | Design challenge: design a | | understanding. |
| strategies in design. | | product using biomimicry. | | • Test, evaluate and refine their ideas. |
| Collaborative | | Assessment and feedback on | | Understand developments in design and technology, |
| working in the | | biomimicry design. Live | | its impact on individuals, society and the |
| workshop. | | marking opportunity | | environment, and the responsibilities of designers, |
| Design development | Lesson 6: Artificial Intelligence | Products that use AI | AI | engineers, and technologists. |
| process. | To know what AI is and how it is | Advantages of AI | Robots | |
| | being utilised in a growing world of | Disadvantages of AI | | Technical knowledge: |
| | technology. | Design challenge: design a | | Understand and use the properties of materials |
| | | product using artificial | | and the performance of structural elements to |
| | | intelligence. | | achieve functioning solutions. |
| | | Assessment and feedback on | | |
| | | biomimicry design. Live | | |
| | | marking opportunity | | |