Subject: DT – Free-standing structures Year: 1 (KS1)
NC/PoS:
NC/F03.
- Design purposeful, functional, appealing products for themselves and other users based
on design criteria.
 Generate, develop, model and communicate their ideas through discussion and annotated sketches.
 Select from tools and equipment to perform practical tasks [for example, cutting, shaping,
joining and finishing] accurately.
- Select from and use a wide range of materials and components, including construction
materials, according to their characteristics.
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.
- Build structures, exploring how they can be made stronger, stiffer and more stable.
Prior Learning (what pupils already know and can do)
- Know how to use basic tools e.g. scissors or hole punches with construction materials e.g.
plastic, card.
- Know different methods of joining card and paper – glue and tape.
 Know how to use various construction materials. Know how to construct stacking blocks vertically and horizontally, making onclosures and
 Know how to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.
 Know how to join construction pieces together to build and balance.
 Know about the needs of different animals from science – food, water, oxygen, shelter.
- Children have visited Chester Zoo and have seen the different types of enclosures and
have experienced being a visitor - one of the intended users.
End points (what pupils MUST know and remember)
- Know how to design a structure and can explain the user and purpose. For example: an
animal enclosure for people to visit.
- Know how to draw an annotated sketch of their free-standing structure and can label it
with materials.
- Know how to select from PVA glue, glue sticks and scissors to cut and join materials (card
and cardboard).
- Know how to name free-standing structures: Eiffel tower (European. More familiar
example) and The Burj Khalifa in Dubai (tallest example)
- Know how to discuss the different types of animal enclosures – penguins must have water
to swim in and land, lions need high fences, so they don't jump out, giraffes need trees to
eat from.
- Know if their structure is suitable for the intended user and purpose. They can offer a way
to improve their structure with some guidance.
- Know how to strengthen a structure using stronger materials, like card instead of paper or
lollipop sticks instead of cardboard.
Key Vocabulary
Free-standing structure, framework, strengthen, user, purpose, appeal, evaluate
Session 1:
Evaluating existing products
 Discuss definition of a free-standing structure and framework Look at and research free-standing structures, Eiffel tower and The Burj Khalifa in Dubai.
(tallest example)
(tanest example)

- Explore zoo enclosures, link back to Knowsley safari park visit in the autumn term. Consider the user (both visiting user and permanent resident (animal)), purpose and appeal of the enclosures.
- Consider the zookeeper and how they will look after the animals and feed them.
- Moral Discuss the positives and drawbacks of having animals in zoos.
- Rule of law Discuss the rules for keeping animals both at home and at zoos.

Vocab: Free-standing structure, framework, user, purpose, evaluate

Session 2:

Practising skills

- Practise assembling, joining and combining materials and components together using a variety of methods glue, tape, string etc
- Explore making their structures more stable and able to withstand greater loads: explore the use of paper vs card vs cardboard vs wood (like lolly pop sticks.)
- Know how freestanding structures can be made stronger, stiffer and more stable fold the card, reinforce with cardboard or lolly pop sticks.

Vocab: Free-standing structure, framework, strengthen

Session 3:

Designing

- Create a design criterion that considers the user, purpose and appeal.
- Generate ideas based on simple design criteria and their own experiences, explaining what they could make: animal enclosure
- Develop, model and communicate their ideas through talking and annotated sketches.
- Children receive a message from the zoo requesting the children create a prototype of an animal enclosure for a new animal that is joining the zoo (elephant, penguin, monkey, lion).
- Children's design to be done as an aerial view (geography link).

Vocab: Free-standing structure, framework, strengthen, user, purpose, appeal, evaluate

Session 4:

Making – DT consultant to supply high quality materials and support for this session.

- Plan by suggesting what to do next.
- Select and use tools, skills and techniques, explaining their choices.
- Select new and reclaimed materials and construction kits to build their structures paper, card, cardboard, lollipop sticks, straws etc. (children may choose to use their own resources from home to make their enclosure unique/more suitable)
- Use simple finishing techniques suitable for the structure they are creating e.g. the penguin enclosure may have a clear window to look through.
- Resilience during the entire making process, we discuss keeping on trying and never giving up even if the task gets tricky.

Vocab: Free-standing structure, framework, strengthen, user, purpose, appeal

Session 5:

Evaluating

- Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.
- Consider if it is appealing.
- Honesty during the evaluation stages discuss being honest with ourselves (self-reflection) and others to ensure we can improve ourselves and our work.
- Evaluate: How has the free-standing structure been stabilised?

- Functionality: How does the enclosure appeal to the users (animal and zoo visitor)?
- Honesty during the evaluation stages we discuss being honest with ourselves (self
 - reflection) and others to ensure we can improve ourselves and our work.

Vocab: evaluate

Future learning this content supports:

LKS2 – Shell structures

UKS2 – Frame structures