

St George's Catholic School Design and Technology Curriculum Year 4



Year 4 (duration)	Title of the unit: Static Electricity - Torches
National Curriculum Objectives /Milestones	Key vocabulary and knowledge
	Key Vocabulary
Improve upon existing designs, giving reasons for choices.	evaluate, series, parallel, electricity, static, flow, charge, circuit, disassemble, select, strengthen, refine, component, wire, cell, battery, connection, connect, spring, force, charge, flow, bulb, crocodile clip , reflector, screw , mechanism
 Disassemble products to understand how they work. 	
Create series and parallel circuits	Reading Non-Fiction Link : Read electricity topic books from Resources for Learning and Knowledge Organsier
Make products by working efficiently (such as by carefully selecting materials).	for Electricity in Science as a resource for vocabulary.
• Refine work and techniques as work progresses, continually evaluating the product	Previous learning :
design.	Year 3 Explore the science behind static electricity and apply this new
Strengthen materials using suitable techniques.	knowledge to generate ideas for and make a static-electricity game. (Year 4 plans cover the Year 3 plans)
• Make products by working efficiently (such as by carefully selecting materials).	
Cut materials accurately and safely by selecting appropriate tools.	<u>Future Learning :</u> <u>Year 5</u> Learn about the development of exchanging personal messages, to the
 Measure and mark out to the nearest millimetre. 	invention of the Penny Black stamp. Develop an electronic greeting card, using paper-applicable circuit components.
• Apply appropriate cutting and shaping techniques that include cuts within the	Year Six Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.

	building by carefully selecting Lesson 6
	Lesson 5 Build torch design. Ensure torch works and is strengthened / refined as
	<u>https://sisj.in/blog/how-to-make-a-homemade-flashlight/</u> https://www.youtube.com/watch?v=FBu0Vy4cuN4
	sketches. Use ideas from clips below. Use spring mechanism to create force on the battery.
	Lesson 4. Create a torch design using learning from previous lessons. <mark>Annotate design</mark>
levers, winding mechanisms, pulleys and gears).	Evaluate a range of torches. Disassemble and identify features (housing, reflector, circuit switch). Evaluate which is the best design and why. Annotate a working drawing of a torch using the correct vocabulary.
Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as	Lesson 3.
 Strengthen materials using suitable techniques. 	Lesson 2. Revise how to create a simple circuit <mark>(link to Science and reading</mark>).
Choose suitable techniques to construct products or to repair items.	Evaluate the game.
• Refine work and techniques as work progresses, continually evaluating the product design.	charged ruler). Make the simple game (rubbing a plastic drum stick or ruler to create a charge and pick up fish cut outs in a timed period).
 Select appropriate joining techniques. 	Learn how static electricity can cause objects to move though <mark>reading.</mark> Design a game which uses static electricity (fishing for paper fish with
perimeter of the material (such as slots or cut outs).	Lesson 1

Evaluate torch design using an evaluation sheet / template (writing task).	This
<mark>can be verbal.</mark>	

Year (End of Year Expectations)

To be able to choose appropriate materials

To use a spring to exert a force

To have created series and parallel circuits

