

DT

# Structures: Making a stable structure

Y1

## What I should already know

- Improving fine motor/scissor skills with a variety of materials.
- Joining materials in a variety of ways (temporary and permanent).
- Joining different materials together.
- Checking to see if their model matches their plan.
- Considering what they would do differently if they were to do it again.
- Describing their favourite and least favourite part of their model.



## Sticky Knowledge

Explain that structures are things that are built and have a purpose.

Understand that structures with a wider base are more stable than ones with a narrow base.

Explain that extra weight added to the base of a structure makes it more stable.

Shapes and structures with wide, flat bases or legs are the most stable.

## Technical skills

- Puncturing holes.
- Adding weight to a structure.
- Creating supporting structures.
- Cutting evenly and carefully.
- Evaluating and improving a product.

## Vocabulary

Client/User	The person who you are designing something for.
Freestanding	Can stand alone without support
Design Criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points of something, then you think about how you can improve it.
Base	The part of a structure that it stands or rest upon
Stable	Object that doesn't easily topple over
Strong	It doesn't break easily
Structure	Something that has been made and put together. For example, a building, bridge, chair or table.

