

**What Prior Knowledge should students have?**

- Ideas are needed to create a design.
- Card is a stronger material than paper.
- Children can explore and use a wide range of materials. The children use their own practical knowledge to combine materials together to achieve a piece of Art.

**What Skills will students learn (Disciplinary Knowledge)**

- Share their ideas through talking and drawing.
- Explore materials to see how this supports the scale of their Shoe Box Bedroom.
- Use the correct joining materials to make the product long lasting.
- Say what they like about their castle.
- Say how they could improve their castle.

**What key knowledge will be taught (Substantive Knowledge)**

- Different mechanisms such as hinges, lever and pivots produce different types of movement.
- Structures need to be strong and stable. They can be made stronger by choosing sturdy materials and making sure the components of the room are joined securely.
- The windows can be made transparent cutting holes in the card.

**Key Vocabulary**

**Definition**

Key Vocabulary	Definition
Design	Plan or drawing produced to show the look and workings of a product.
Décor	The furnishing and decoration of a room
Model	A model of an object is a physical representation that shows what it looks like or how it works. The model is often smaller than the object it represents
Birds eye view	A general view from above
Scale	A ratio between two sets of measurements

**Diagram**

