

Unit hub



Intended outcome of the unit

Identify some features that would appeal to the client (a mouse) and create a suitable design.
 Explain how their design appeals to the mouse.
 Make stable structures, which will eventually support the turbine, out of card, tape and glue.
 Make functioning turbines and axles that are assembled into the main supporting structure.
 Say what is good about their windmill and what they could do better.

Key Vocab

axle	structure
bridge	template
design	unstable
design criteria	stable
model	strong
net	weak
packaging	

Unit specific links:



[Assessment D&T Y1: Constructing a windmill](#)

[Knowledge organiser](#)

Week	Week	Week	Week
Lesson 1: Designing the structure	Lesson 2: Assembling the structure	Lesson 3: Assembling the windmill	Lesson 4: Testing and evaluating
To include individual preferences and requirements in my design.	To make a stable structure.	To assemble the components of my structure.	To evaluate my project and adapt my design.

Suggested Next Steps

[Structures: Baby Bear's chair](#)
