Unit planner: Can we create the next winning product?   4 weeks

Lead Subjects: D&T, Literacy, ICT, Maths	Starter: Make a green-screen video telling the children they need to be the next Dragon's Den winner Outcome: winning product	
National curriculum subject **Writing** Pupils should be taught to: Organise work using paragraphs to group related material. Use inverted commas to punctuate direct speech Write using the main features of a report including headings and sub-headings. Plan writing by discussing writing that is similar. Plan by discussing and recording ideas. Draft and write by recording ideas in a given structure. Spell words correctly from the year 3 literacy appendix. Proof read own work to check for errors in spelling, grammar and punctuation. Evaluate and edit own work using Purple Polishing Pens to make corrections. Read work out loud to a group or the whole class with fluency and accuracy. Write using a legible joined script. **DT** Pupils should be taught to: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose and aimed at a particular audience. Generate, develop and communicate ideas through collaborative discussion. Select from and use a wide range of tools and materials. Investigate and analyse a range of existing products. Evaluate their design and end product. Present their ideas, research and marketing to a panel in a variety of ways. **ICT** Pupils should be taught to: Recognise familiar forms of input and output devices and how they are used. Make efficient use of familiar forms of input and output devices. Understand that computer networks enable the sharing of data and information. Understand that the internet is a large network of computers and that information can be shared between computers. With support select and use a variety of software to accomplish goals. Use technology safely and respectfully, keeping personal information private. **Maths** Pupils should be taught to: Add and subtract amounts of money. Solve problems using money – looking at simple costing, profit and loss.	**Objective: What do you need in your life?**	
	• Look into inventors, what inspired them to create unique products? • What would our world be like without some of the wonderful things that have been invented?	• Children to consider what would make life easier in school, focusing on things we do not have already/ are not available. Create individual, group and class ideas.
	Objective: Who can design a winning product?	
	• Discuss the process of an idea becoming a real life product, why are designs important? • Think carefully about materials. Link to maths-costs. • Evaluate existing products to find a 'gap in the market'	• Each group of children to complete a design of a product considering the different things that will be required to make it.
	Objective: How can we make our product?	
	• Materials- consider and test a range of materials for the different parts of the product. • Construct prototypes and test these for reliability- bug-test. • Construct a final product to present to the dragons.	•
	Objective: How will we advertise our product?	
	• Literacy focus- persuasion, looking at a range of persuasive adverts, how do products advertise in real life? • Children to complete their own persuasive advert. • Look into digital media, TV, radio, online- how can we stay safe when using this media? ICT	• Digital media- create your own targeted advert using digital media. ICT
	Objective: How will our product work? - As required should product require instructions.	
	• Look at a range of instructions- why are they important to provide with a product? • Write our own instructions and 'bug-test' them using a 'blind-tester' to follow the instructions- pupils from year 6.	•
	Objective: How will we sell our product?	
	• Maths focus- learning about money and costings- what is profit? What is loss? • Children to decide how they will price their product to make it affordable yet also profitable.	•
	Pupil led learning:	
	• Working in small groups focusing on a different area of Dragons Den. E.g. Marketing, Pitch, PowerPoint, Advertising material etc. • Reflect upon their product and consider ways it could be further improved.	

Text types:	Literature:	ICT:	Assessment Opportunities:
• Persuasive advert • Write a script	•	• Internet Research • Multi-media	• Assess the product- was it successful. • Assess pupil group work.

		- Green screen - Internet advertising- use of cookies - Seesaw	Literacy unit- persuasion