

Unit Planner: Can We Create the Next Winning Product?

Year 3 - 4 Weeks

<p>Concepts: Citizenship, Sustainability, Leadership</p>	<p>Intent: To create an innovative Dragon's Den product which incorporates a problem and a solution. To design, create, test and evaluate a product.</p>		
<p>National Curriculum Statements (Target Tracker)</p>	<p>Starter: Create video (SLT) asking children they need to be the next Dragon's Den winner.</p>		
<p>Pupils will be taught to -</p> <p><u>Computing</u> 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. Use technology safely and recognise acceptable and unacceptable behaviour. Use simple search technologies. Use simple search technologies and recognise that some sources are more reliable than others.</p> <p><u>DT</u> Use knowledge of existing products to design his/her own functional product. Create designs using annotated sketches, cross-sectional diagrams and simple computer programmes. Safely measure, mark out, cut, assemble and join with some accuracy. Make suitable choices from a wider range of tools and unfamiliar materials and plan out the main stages of using them. Investigate and analyse existing products and those he/she has made, considering a wide range of factors</p> <p><u>PHSE</u> Work collaboratively towards shared goals Research, discuss and debate topical issues, problems and events that are of concern to them and offer their recommendations to appropriate people Know that they have different kinds of responsibilities, rights and duties at home, at school, in the community and towards the environment; to continue to develop the skills to exercise these responsibilities Recognise the role of voluntary, community and pressure groups, especially in relation to health and wellbeing Know what is meant by enterprise and begin to develop enterprise skills</p>	<p>Subject: SMSC/ PSHE Can I understand what an inventor is? Can I evaluate the inspiration behind an inventive product? Can I identify a problem across school/ globally to invent a product?</p>	<p>Key Vocabulary: Inspiration, consumer, enterprise, profit, loss, pricing, margin, customers, interest</p>	
	<p>Subject: D&T Can I understand the process of designing a product? Can I design a product? Can I evaluate a product? Can I construct prototypes of my product? Can I use appropriate materials for my product?</p>	<p>Design, Evaluate, Create, Prototype, Investigate, Analyse, Sketch, strength, Weakness, Criteria</p>	
	<p>Subject: Computing Can I use the WWW to research products? Can I use technology to create and advert?</p>	<p>E -safety, Source, Search, Reliability, Research, Efficiency</p>	
	<p>Text types: Persuasive Advert Script Writing Instructions</p>	<p>Literature:</p>	<p>Maths links: Data Handling Money - costing, profit, loss</p>
	<p>Enrichment: Dragon's Den Pitch</p>		