

Kites

Innovation

Prior Knowledge

During Years 3 and 4, you learnt about joining materials, this will help you design and make your kite. In maths, you have learnt about 2D and 3D shapes, you will apply this understanding to make and design your kite.

Future learning:

In Year 6, you will produce a torch or a lamp, using joining and fixing skills acquired in KS2 and Year 5.



My Component Knowledge:

Lesson 1: I can research a significant kite designer.

Lesson 2: I can make 3D shapes from 2D nets.

Lesson 3: I can test and join different materials.

Lesson 4: I can build and join frame structures and stiffen materials.

Lesson 5: I can bring my kite together to test it.

Lesson 6: I can evaluate my product based on the success criteria.

My Composite Knowledge:

To design and generate a kite following the research of a significant designer that works and can be shared with consumers.

Create a step-by-step plan of a project including research, design, make and evaluate.

To know how to strengthen, stiffen and reinforce 3D frameworks.

My Powerful Knowledge:

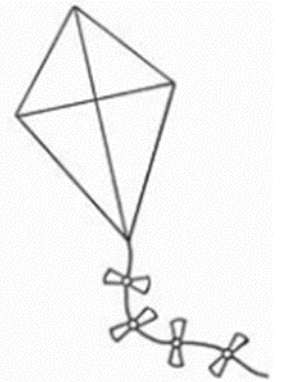
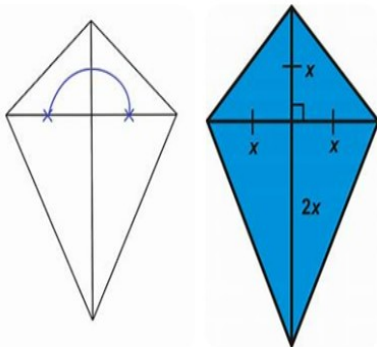
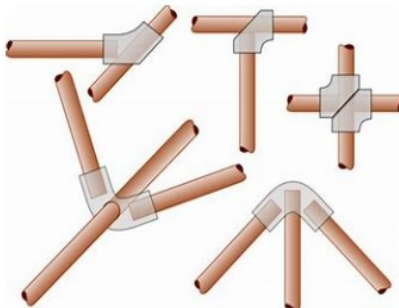
To know what makes an enticing and durable kit to meet its requirements to fly.

Key Vocabulary

Tier 1: make, kite, shape

Tier 2: design, research, brief, product, consumer, user

Tier 3: prototype, evaluate, durable, malleable



How does a kite fly?

How are you going to stiffen the kite?

How will your structure be durable?

Will it fly?

What is the history of the kite?