

# The Christmas Fair

## Construction

### Prior Knowledge

**Year 3**— you learnt how to design and evaluate a construction project. You learnt how to justify your choices of materials and techniques.

**Year 4**— you learnt the techniques necessary to create a mechanical model using levers and sliders. You also learnt how different motions and movements can be combined.

**Year 5**— you learnt how to create 3D model boats using a variety of construction techniques.



### My Component Knowledge:

Lesson 1: What makes a great Christmas Fair?

Lesson 2: What sort of games would children like to play?

Lesson 3: What do you need to make your games?

Lesson 4: What techniques are you going to need to achieve your goal?

Lesson 5: How successful was your game?

Lesson 6: How effective was your game?

### My Composite Knowledge:

To design and generate a research project using interviews and surveys.

Create a step-by-step plan of a project including a costing.

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

### My Powerful Knowledge:

To know what makes an enticing and profitable game for a Christmas Fair.

### Key Vocabulary

**Tier 1:** event, game, prize, customer, fair,

**Tier 2:** survey, re-search, interview, design, fabric, materials, equipment, technique,

**Tier 3:** differentiate, CAD, blue-prints, technical, relevance, enticing



What makes a game enticing?

How can you find out what people want?

How do you work out how much a project will cost?

How do you evaluate a game's success?

