

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: DT – Structures Boats

Year: R

NC/PoS:

Articulate their ideas and thoughts in well-formed sentences.

Connect one idea or action to another using a range of connectives.

Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.

ELG: Speaking: Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary

ELG: Speaking: Offer explanations for why things might happen.

Understanding the world

Explore the natural world around them.

ELG: The Natural World: Explore the natural world around them, making observations and drawing pictures of animals and plants

Characteristics of effective learning

Playing and exploring

Active learning

Creating and thinking critically

Key Vocabulary

waterproof, material, absorb, leak, wet, dry, prediction, variable, fair test, experiment, investigation

Session 1: Investigate and learn about waterproof materials

To understand what waterproof means and to test whether materials are waterproof.

Using different waterproof & non waterproof materials, children to test if the materials are waterproof by pouring small amounts of water over.

Vocab: waterproof, material, absorb, leak, wet, dry, prediction, variable, fair test, experiment, investigation

Session 2: Investigate and learn about what floating and sinking means.

To test and make predictions for which materials float or sink.

Using a variety of objects / toys, explain that children will predict if they think they will float or sink. Test each object & discuss their earlier predictions.

Vocab: investigation, float, sink, experiment.

Session 3: Boats

To compare the uses of boats.

Use Presentation to introduce children to different types of boats (rowing boat, cruise ship, kayak, pirate, fishing, lifeboat etc) & items of clothing suited for the various boats, children to choose which clothes match which boat.

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Vocab: boat, ship, ocean liner, pirate ship, kayak.

Session 4: Investigating boats.

To investigate how the shape and structure of boats affects the way they move.

Using different toy boats & containers, children to explore the different items to begin to understand features which help the boats to sail eg waterproof, floats & moves well through the water. Discuss any possible additional features eg sail, mast, rudder.

Vocab: sail, anchor, hull, mast, rudder, deck.

Session 5: Designing boats.

To design a boat.

Children are to design a boat which has to float & be made from waterproof material. Recap on the features from previous session & which material they may use.

Vocab: sail, anchor, hull, mast, rudder, deck.

Session 6: Creating and testing boats.

To create a boat based upon their own design.

Using their designs from the previous session, children to build their boat then test on water. Discuss if their boat was able to float & if any problems arise, how they could fix them to enable their boat to float.

Vocab: sail, anchor, hull, mast, rudder, deck.