



Objectives and Sticky Knowledge

Previous Knowledge Recap:

- *Safely explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- *Share their creations, explaining the processes they have used.



Land Objectives and Sticky Knowledge:

To create a windmill for a client
<p>To follow a design brief to create a windmill</p> <p>To use templates and nets, selecting from basic crafting tools and materials (paper, card, scissors and glue) to create a functional windmill</p> <p>Explore different form of windmill structures, testing the finishing windmill</p>

Links with ‘Sustainability & Stewardship’ Golden Thread:

- How do windmills help to provide energy?
- Why do we use windmills?
- What is renewable energy and how does it help our planet?

Links with CST:

- Solidarity – showing we care

Links with CKA Values Crown:

- Hope, respect, service



Structures - Constructing a windmill

Client	The person who you are designing something for.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Stable	Object does not easily topple over.
Strong	It doesn't break easily.
Structure	Something that has been made and put together. For example, a building, bridge, chair, table.
Test	To find out whether something works as it should.
Weak	It breaks easily.
Windmill	A structure with sails that are moved by wind.
Windmill axle	The point from which the turbine or sails move.
Windmill structure	The part that makes the windmill stand up.
Windmill turbine	The parts that move in the wind.



The three main parts of a windmill:

Remember to think about what your client, the mouse, will like! He will be living in the windmill and will need to be happy.

Sky objectives:

1. Create designs following a clear criteria.
2. Use tools to create with increasing accuracy e.g. scissors, chopping knives etc.
3. Suggest plausible ways in which their final design could be improved.