

DT Knowledge Organiser – design and make a catapult and cooking

This term the DT unit of work will be linked to our history topic of Romans. The children will be faced with the task of designing and making a catapult to defend a Roman settlement. This will include understanding mechanical systems (pivots and propulsion). It will build on work complete in Year 1 and earlier in the year about building structures for a given purpose. In cooking children will be making Eton mess to share at Billingham's Big Picnic.

Knowledge
Make annotated sketches which show the materials required, the order in which the catapult will need constructing and using appropriate vocabulary.
Mark, measure and cut accurately and safely using hand tools.
Use hot glue guns safely to join components.
Assemble components to create a working product which is strong enough for the purpose created.
Investigate and analyse a range of existing products using secondary sources.
Consider the views of others to support in evaluating and improving work.

Cooking
Draining through a sieve or colander
Garnish and decorate
Crumbling (meringue)
Dividing mixture into smaller portions
Scraping out a bowl with spatula
Whisking cream
Bridge knife technique for soft foods



Key vocabulary		
Prototype	A model which is made to test whether a design will work before beginning the final task.	
Propulsion	The action of driving or pushing something forward.	
Pivot	A point at which something will turn.	
Lever	A long, sturdy body that rests on a support called a fulcrum	
Fulcrum	A point which supports a lever or on which a beam will balance.	
Functional	The intended use of any product.	
Evaluate	Assess the usefulness of the catapult against the design criteria given.	

