







DT

Session		Key knowledge	Me	Teacher
1	Introduction to Tudor Houses. 	<ul style="list-style-type: none"> I know what a Tudor House looks like. I know what wattle, daub and jettys are. I can identify the key features of a Tudor House. I can understand the reasons for some of the design features of a Tudor House. 		
2	Evaluate and innovation 	<ul style="list-style-type: none"> I can evaluate other models of Tudor Houses, identifying strengths and weaknesses. I can create a prototype card model to develop and model my own ideas. Use and combine a variety of approaches to generate creative ideas. (Y5 and 6) 		
3	Research methods of joins—Innovation 	<ul style="list-style-type: none"> I can explore the benefits, strengths and weaknesses of different wood joins. I know which joins to use when designing my Tudor House. 		
4	Design my Tudor Home 	<ul style="list-style-type: none"> I can design innovative, functional products that are fit for purpose and aimed at a specific audience. I can design independently, thinking about the tools to use and how to produce a step-by-step process. Produce a detailed, step-by-step plan Y5 		
5	Follow a design brief to create a Tudor House. 	<ul style="list-style-type: none"> To select from a wide range of tools for practical tasks. I can select materials and components according to their aesthetic properties. I can evaluate my house during the making process, making changes as required. I can follow and refine my original plans Y6 		
6	Evaluate the house against the design brief. 	<ul style="list-style-type: none"> I can evaluate appearance and function against original criteria (Y5) I know how to test and evaluate designed products (Y6) Evaluate product against clear criteria (Y6) I can consider the views of others when evaluating my house. 		

