Leintwardine Endowed CE Primary School Learning Journey Itinerary		
'Letting Our Light Shine'		
SUBJECT: Design and	YEAR : A TERM : A	utumn 1 YEAR GROUPS : 1-2
Technology		atantit i i i i i i i i i i i i i i i i i i
	, design make and o	valuate a 2D fire engine?
Key Question: Can you design, make and evaluate a 3D fire engine?		
Previous Knowledge – We would expect children to already be able to:		
Join together two pieces of material		
List some main parts of a fire engine		
Have an understanding of the emergency services and how they help us		
END OF UNIT OBJECTIVES		
Some children will not yet	Most children will show that	they   Some children will have gone
have met what is expected and	have reached the <b>expected</b> le	
will show that they are	because they can:	show that they are <b>exceeding</b>
emerging because they can:		because they can:
Name key parts of a fire	Create a 2D fire engine	Evaluate their design and explain
engine Select appropriate materials	Name the main parts of a fire engine and their uses	what they would change if making it again
Decide whether they could	Explore a brief and select the	
improve their design	way to create	the criteria
	Experiment a range of materio	
	and techniques to combine	moving parts, hose pipe, doors
	wheels, axles and chassis	
	Make decisions about appropr materials and tools to use for	late
	different tasks	
	Use a variety of materials and	
	tools safely and effectively to	
	create a fire engine	
ASSESSMENT OPPORTUNITIES	Evaluate their design	
The final product		
ENRICHMENT OPPORTUNITIES	SUBJECT SPECIFIC VOCABULA	ARY CROSS-CURRICULAR LINKS
ENRICHMENT OF FORTONTILES	SOBJECT SPECIFIC VOCABOLA	CROSS CORRIGOLAR LINKS
Helping children to remember	Brief	Links that we can make to help
more	Design	children make sense of what we
	Wheels	want them to know and be able to
History work on the Great Fire	Axels	do.
of London History craft, making houses	Chassis Evaluate	Mark making through play
from 1666	Materials	Mark making through play  Junk modelling
Trips to the fire station	Tools	Moving models being created
Role play area as a fire station	Explore	Science, forces and moving
	Different	PSHE – emergency services
	Variety	
	Effective	
	Fire engines and parts	