




## Year 4 - Catapults

<p><b>Concepts</b></p>	 <p>Finding out about what already exists and how things work</p> <p>Innovate</p>	 <p>Using a range of skills and tools to design and make</p> <p>Technique</p>	 <p>Evaluate success of own and others' design</p> <p>Evaluate</p>
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This unit of Design Technology gives the children the chance to find out about designs from the past. They will learn how the Romans made catapults and how this design has evolved over time. Taking inspiration from the Roman's design, they will design and make a catapult to launch a small item. In KS1 children began to learn skills needed to join materials together, this will be further developed in this unit.

### National Curriculum

- Create appealing product for a particular purpose and audience
- I can create designs using exploded diagrams
- I can use techniques which require more accuracy to cut, shape, join and finish my work
- I can use my knowledge of techniques and the functional and aesthetic qualities of a wide range of materials to plan how to use them
- I can consider how existing products and my own finished products might be improved and how well they meet the needs of the intended user
- I can apply techniques I have learnt to strengthen structures and explore my own ideas

### Learning Overview

- Know why the Roman's used catapults
- Know the materials they used to make them and the way they were joined together and made sturdy
- Research how catapults have changed over time and the different uses for them
- Experiment with levers
- Design a catapult, with a given purpose, considering the materials, tools and techniques need to make it (Including a range of hand tools e.g. saws)
- Consider and test different ways to make the catapult launch an item
- Use a range of tools, including hand saws and drills to make a catapult
- Evaluate end product against the design criteria