

Y5 What I Need to Know: Design for a purpose – the Big Build

We nurture the curiosity to learn, the courage to lead and the compassion to care.

We are planning and designing an iconic building to meet a design brief. We will be using mixed media to progress from 2D plan to 3D form. We will evaluate our models considering the feedback from others.



Create, Communicate & Evaluate

- Create a model of an iconic building



Question, Reason, Discuss & Explain

- Evaluate own ideas/product against own design criteria and consider the views of others to improve their work.
- Give constructive feedback to others about their building designs



Know & Do

- Observe and sketch a landmark from a secondary source
- Observe and use basic shapes to place key features, measuring to work out proportions to create an accurate composition
- Plan a building design based on a theme and specific purpose, to meet a design brief
- Draw a plan view or front elevation of my building, annotating the key features
- Use appropriate materials to create a 3D form
- Develop cutting and joining skills, select from a wider range of tools and equipment to perform practical tasks.

Vocabulary I need to know...

landmark secondary source building purpose function iconic structure features design brief
design intention annotate colour texture composition elevation impact 2D 3D
join cut manipulate attach theme scale proportion plan elevation symmetrical element

Opportunities to support English and maths

- Measuring and estimating required amounts/lengths of materials.
- Scale/measuring considerations for plan drawing and model
- Decisions considering mass and weight.

Curriculum Links and Enrichment Activities

- Dragons' Den – whole year group competition / event.