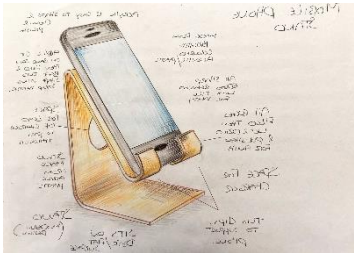
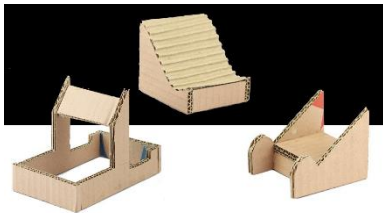




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DT	Designer Research	KS2
Cross curricular links	Key skills	Key Vocabulary/definitions
<p>Art – drawing a product with detail</p> <p>Computing – designing a product</p>	<p>Understand how key events in DT have helped shape the world [e.g. iconic designs, use of materials]</p> <p>Research and investigate existing products, recognising components</p> <p>Propose realistic suggestions as to how a design may be achieved</p>	<p>Advancements – a development or improvement</p> <p>Convenience – suited to a person's comfort or easy use</p> <p>Designs – a plan or drawing produced to show the look and function or workings of an object</p> <p>Components – one of the parts of a compound or complex whole</p>
Pictures/photos relevant to topic	Key facts	
<p>Product designs with labels about the function and choices behind the design.</p> 	<p>Design and Technology KS2: Developing ideas for inventions</p> <p>https://www.bbc.co.uk/teach/class-clips-video/design-and-technology-ks2-developing-ideas-for-inventions/zdc7nrd</p>	
<p>Model product made based on drawn design.</p> 	<p>Information on Tim Berners-Lee (World Wide Web Developer)</p> <p>https://kids.britannica.com/kids/article/Tim-Berners-Lee/626687</p>	