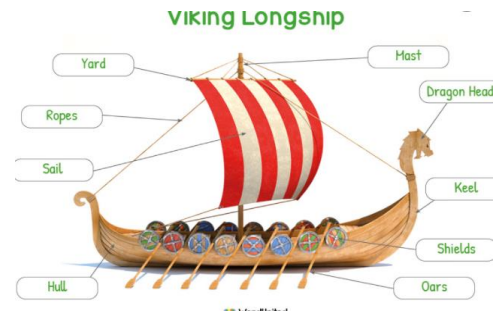


**KEY FOCUS: Design, Make and Evaluate**

**National Curriculum Links:**

- ♣ Use research and develop design criteria to inform the design
- ♣ Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, and prototypes
- ♣ Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing],
- ♣ Select from and use a wider range of materials and components,
- ♣ Investigate and analyse a range of existing products
- ♣ Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work



**Key Vocabulary**

Design Brief	A description of what you are going to design and make and how it will look.
Prototype	A prototype is an early sample
Criteria	A principle or standard by which something may be judged or decided.
Product	An article

**Sticky Knowledge:**

- Oars: Longships had between 24 and 50 oars, depending on their size. They could be pulled inside through the oar-port in shallow waters.
- Sail: Each ship had a big, brightly coloured square sail which was woven from wool. They were dyed red and had stripes or diamond patterns.
- Mast: The mast of the longship was made from a single tree trunk.
- Prow: The prow (at the front of the ship) was often decorated with a skilfully carved dragon or snake head to make people fearful.