

# GGA Knowledge Organiser Year 1 STEM– Upcycling Packaging-A Royal Crown

## Making - Learning using Tools and Equipment

### FPT Focused Practical Task

Practise cutting and shaping safely and carefully with your teacher.

### Cardboard Tubes

These cylinder shapes can be cut to make flaps. These can be glued to stick to another surface.

### Cutting & Shaping

Use scissors carefully and safely. Draw the shape first so that you have a pattern to follow.

### Reinforce & Modify

Make a model stronger by gluing lots of layers/pieces together, adjust the size and scale as it develops.

### Assembling

When all of your separate parts are made you can put them together.

### Finishing

Add paint and decoration to make it look more like the thing you are making such as paint or metallic paper to represent precious materials/stones

## Research, Designing & Planning

Use your Design and Technology book to plan with your teachers

### 1. Design Specification

What does your design need to do?

### 2. Planning

Talk about your ideas

### 3. Design Development

Draw your design ideas

### 4. Making and adapting

With some help you can start to make your design idea.

### 6. Evaluating

How did it go? Did it work? What went well? What could have been done better?

## Cross Curricular Opportunities

### English

Describing what we are doing or have done

### Art

Decorate your ideas with bright colours and shapes

## Key Technical Vocabulary-Glossary

### Upcycle

Make something old into a new product

### Join

Attach two materials together

### Cut

Use scissors to make a new shape from card or paper

### Reinforce

Make materials stronger, glue two sheets together to make them harder to tear or break

### Finishing

Make your design complete and add the final details

### Join and Assemble

To put things together

## Why are we learning this?

To know how to: use old card and paper packaging to make an upcycled project

## Why is it important?

So that we understand a crown. To investigate ways of customising a design e.g. using measurement to design an item for personal use. To modify and improve a design as it evolves and evaluate it at each stage.

