



Vocabulary:

Design - a plan or drawing.

Make - form by putting parts together.

Purposeful - fit for a specific purpose.

Similar - things that look the same.

Different - things that are not the same.

Material - metal, plastic, paper, card etc.

Board game - a game that involve moving things around a board.

Rules - how to follow an activity.

What I will learn about:

-What a board game is and how to play them.

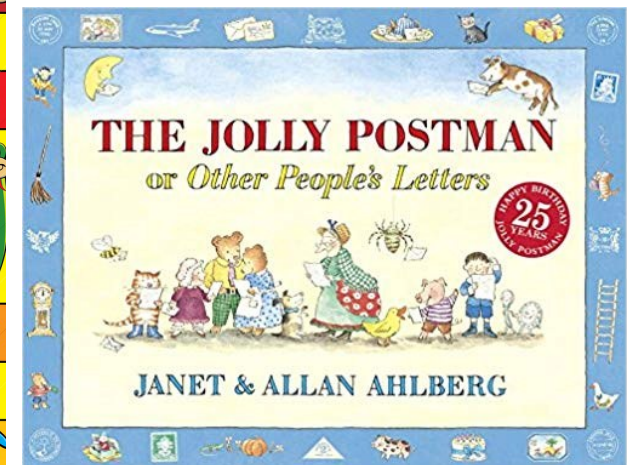
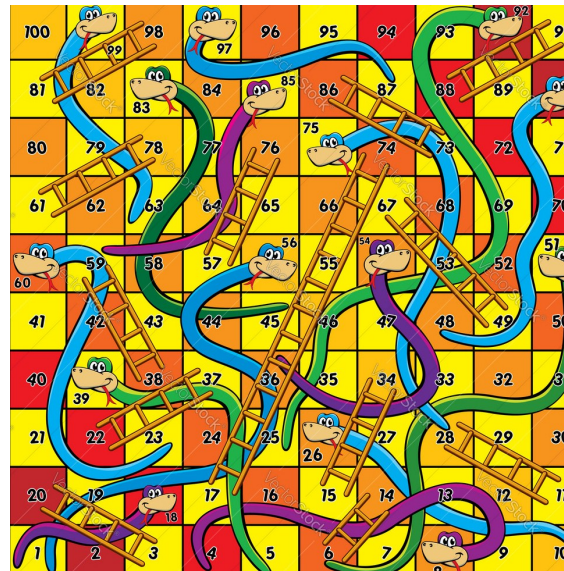
-What current board games there are.

-How to design and make a board game.

-How to evaluate a product you have made.

What is a board game?

What are the rules to your game?



Progression of skills

- *To explore and evaluate a range of existing products.*
- *Design purposeful, functional, appealing products for themselves and other users based on a design criteria.*
- *Build structures, exploring how they can be made stronger, stiffer and more stable.*
- *Explore and use mechanisms [for example levers, sliders, wheels and axels], in their products.*
- *Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].*
- *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.*
- *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.*
- *Evaluate their ideas and products against a design criteria.*