



Learning Module:

Party Hats

Outcomes for Pupils as a result of this module

<u>Knowledge</u>	<u>National curriculum</u>
<ul style="list-style-type: none"> To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. 	<p><u>References</u> 2A</p>
<p><u>Skills</u></p> <ul style="list-style-type: none"> To make a simple headpiece. To measure accurately using a centimetre ruler. To apply their understanding of how to strengthen, stiffen and reinforce more complex structures To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately To investigate and analyse a range of existing products 	<p>2H 2C 2E</p>
<p><u>Understanding</u></p> <ul style="list-style-type: none"> To generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work To understand that parties and party games are results of celebrations and that hats may be worn during these times. 	<p>2B 2F</p>