



**Learning Module:**  
DT - Super Sucker

**Outcomes for Pupils as a result of this module**

<u>Knowledge</u>	<u>National curriculum References</u>
<ul style="list-style-type: none"> <li>• understand how key events and individuals in design and technology have helped shape the world</li> <li>• Know how certain electrical products e.g. hairdryers and vacuum cleaners use motors and fans</li> <li>• Know key vocab relating to the project:</li> </ul>	2g
<p><b><u>Skills</u></b></p> <ul style="list-style-type: none"> <li>• generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li> <li>• select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> <li>• select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</li> <li>• apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li> </ul>	2b 2c 2d 2h
<p><b><u>Understanding</u></b></p> <ul style="list-style-type: none"> <li>• 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</li> <li>• investigate and analyse a range of existing products</li> <li>• evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> <li>• understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> </ul>	2a 2e 2f 2j