

Year 6 DT Playgrounds

Key Skills

1. To design a playground with a variety of structures.
2. To build a range of structures.
3. To improve and add detail to structures.
4. To create surrounding landscape.



Vocab/Key Words

Apparatus— Equipment designed for recreation and play, such as seesaws and swings.

Bench hook—A tool which hooks onto the edge of the workbench. It's used to hold woodwork still when sawing.

Dowel—Wood in the shape of a cylinder. Dowels come in all different sizes and thicknesses.

Jelutong— A type of softwood, it is lightweight, easy to cut and shape.

Prototype— A simple model that lets you test out your idea and how it will look and work.

Reinforce—To make a structure or material stronger, especially by adding another material or element to it.

Previous Learning

- ◆ Bridges (Year 5)
- ◆ Pavilions (Year 4)
- ◆ Castles (Year 3)
- ◆ Baby Bear's Chair (Year 2)
- ◆ Windmills (Year 1)

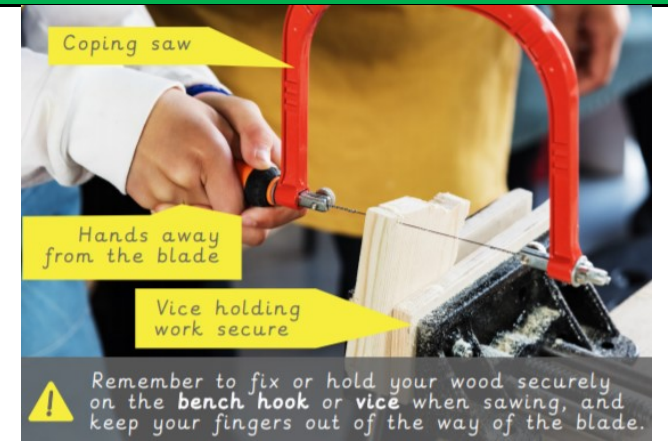
What I will know/be able to do by the end

- I can design and create a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils can practise visualising objects in plan view and also get creative with their use of natural features and cladding for their structures.
- I can follow health and safety rules.
- I can suggest appropriate design criteria points to fulfil the design brief.

Websites/Signposting/Connection to a famous person

<https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/structure-playgrounds/>

Key Knowledge



There are many types of **apparatus** in a **playground**, such as slides, swings, monkey bars, tunnels, see-saws and treehouses. Which do you like?