



St John Fisher RC Primary School

Year Four Knowledge Organiser – Summer Term Two – Design & Technology

Things I will be taught

- Lesson 1** - Viking Long ships were a type of specialised Scandinavian warships that have a long history in Scandinavia, with their existence being archaeologically proven and documented from at least the fourth century BC.
- Lesson 2** – How to select the materials and tools I will need to make my Viking Long Ship toy.
- Lesson 3** – How to draw an annotated sketch of my design with a moving part labelled.
- Lesson 4** – How to make my own Viking Long Ship toy following my annotated design using techniques with accuracy.
- Lesson 5** - How to evaluate my Viking Long Ship toy against the design criteria and indicate how it could be improved.

Key facts to remember

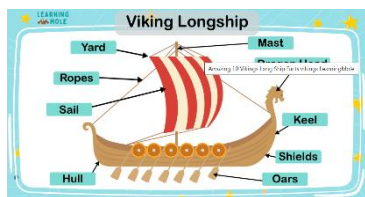
- Viking Long Ships have a long history, with evidence of their use documented from at least the fourth century BC.
- It's important I choose appropriate materials for constructing your Viking long ship model, considering factors like strength and weight.
- I will identify the necessary tools and equipment needed for building my model, such as scissors, glue, and craft materials.

Key Vocabulary

Annotated Sketch	A detailed drawing that includes labels and notes explaining the features, dimensions, and materials of a design
Hull	The main body of the ship, designed to provide buoyancy and stability in water
Keel	The structural backbone of a ship that runs along the bottom, providing strength and helping to keep the vessel upright
Materials	The substances used to construct the Viking long ship, such as wood, fabric, and metal
Viking Long Ship	A Scandinavian warship known for its long, narrow design, enabling speed and agility in navigation, especially during raids and explorations

Design

Key Knowledge: I understand I need to create an annotated sketch that considers its purpose and how it will be made. I know that when designing, it's important for me to think about the materials and tools needed, as well as how to improve my design based on its strengths and weaknesses.



Make

Key Knowledge: I will make suitable choices from a wider range of tools and unfamiliar materials. I will use a straws and cardboard to make my Viking Long Ship.



Evaluate

Key Knowledge: I need to evaluate my pot so that I can make it better next time. I need to make sure my pot meets the criteria I set out to meet at the beginning of my design. I will ask questions about my own skills and if they need to be improved. I will make sure my Viking Long Ship is fit for purpose.

