Year 6: Thinking like a designer…

Structures: Playgrounds

Key Knowledge

- ✓ ·To know that structures can be strengthened by manipulating materials and shapes.
- ✓ To understand what a 'footprint plan' is.
- ✓ To understand that in the real world, design can impact users in positive and negative ways.
- ✓ To know that a prototype is a cheap model to test a design idea.

Key Skills

- ✓ Designing a playground featuring a variety of different structures, giving consideration to how the structures will be used.
- ✓ Considering effective and ineffective designs.
- ✓ Building a range of play apparatus structures drawing upon new and prior knowledge of structures.
- ✓ Measuring, marking and cutting wood to create a range of structures.
- ✓ Using a range of materials to reinforce and add decoration to structures.
- ✓ Improving a design plan based on peer evaluation.
- ✓ Testing and adapting a design to improve it as it is developed.
- ✓ Identifying what makes a successful structure.

apparatus
cladding
design criteria
equipment
landscape features
playground



Did you know?
The first playground was built in 1859 in a park in Manchester.



Learning Questions

What structures should I include to create an exciting and inclusive playground?

How can I construct different structures that are strong, stable, and fit for purpose?

How can I improve my structures by adding detail and finishing touches?

How can I use different materials and techniques to create an effective surrounding landscape?

Any other reflections….