

Attainment Outcomes:		Science Living Things Energy and Forces Earth and Space	Social Subjects People and Places People in the Past People in Society	Technology Understanding and Using Technology in Society Understanding and Using the Design Process		
Strand / Level	Core Skill	Attainment target / Learning outcomes What will the learner achieve?	Learning Activities What will the learners do?	C / Gp / Ind	Assessment / Evidence Oral, Written, Practical What evidence will you have that the learner will have achieved the target?	Level
<u>Understanding and Using the Design Process</u> Designing and Making <u>Energy and Forces</u> Forces and their effects		The pupils will be able to; <ul style="list-style-type: none"> I identify a problem and describe possible approaches. Select relevant design criteria. Select materials that can float. Select shapes that will float. Give examples of different methods of propulsion. 	<ul style="list-style-type: none"> Brainstorm the main types of materials that could be used to build a machine that can float. Select materials and test if they will float. Make a model and test how well it will float. Think of a method of making the vehicle move through water. Make adjustments as necessary. Trial vehicles and record results. Make a graph of results. 	C Pairs	Oral Assessment Practical Assessment of completed models. Self assessment.	C/D
Resources :			Evaluation :			