



Key Skills and sequence of learning	Key enquiry questions and links to Values – Compassion, Courage and Fairness	Subject progression (Year 4/5)
<p>Stage 1 – Product Analysis Have a look at existing exhibits from around the world. http://setdesignshop.com/egyptian-exhibit/9jedshxcrjrn7ctxi69ig6gch2hjg 360 Museum Tour Rosicrucian Egyptian Museum (360 interactive tour) https://segd.org/20-most-influential-exhibit-designs-century - different exhibit designs other than Egyptians.</p>	<p>What do they like about the exhibits? It may help to think about exhibits they have visited (World museum in Liverpool) What do they dislike about the exhibits? What do they think should be included in an exhibit? What makes a successful exhibit? Security – How would you protect the artefact? Why do we have to protect the artefact?</p>	<p>Analysis Investigate and begin to analyse a range of existing products. Identify from a range the key features and functions needed to create an effective and efficient working product. Disassemble products and describe in detail their functions. Use knowledge of similarities and differences between products with the same function to support identification of most effective product.</p>
<p>Stage 2 – Design <u>THE DESIGN BRIEF – Share this design brief with the children so they can refer to it during the design phase.</u> <u>To design a prototype/mock up of an Ancient Egyptian museum exhibit.</u> - The artefact is the masterpiece of the exhibit and will take centre stage. - The casing must have a security element to it (buzzer), to keep the artefact safe. - It must have an eye-catching backdrop and surroundings, based on the Ancient Egyptians.</p>	<p>Things the children may what to consider:</p> <ul style="list-style-type: none"> • What technology will they install into their design? (This can be included in their Information sheet) • Who is their audience? • What is their story behind their design? Stories within a story! • How will people interact with their exhibit? • What graphics will they use to enhance the audience experience? 	<p>Design 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 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p>

<ul style="list-style-type: none"> - You must have a light (LEDs) element to your design. - Create an information sheet that will explain your concept to the museum curator. (Interactivity, Artefact information, etc) <p>Create a diagram showing what your prototype will look like and how it will work. You may need to zoom in to certain areas to show how it will work – similar to an exploded diagram.</p> <p>You may want to think about how your exhibit links to your partners exhibit with a consideration of the flow of traffic.</p> <p>https://assignmentancientegypt.weebly.com/egyptian-diorama.html - model ideas https://www.firstpalette.com/craft/rainforest-diorama.html - Diorama similar to our prototype</p> <p>https://www.mlldesignlab.com/blog/top-10-tips-to-great-museum-exhibit-design-top-10-tips-to</p> <p>https://colorcraft3d.com/blog-post/10-tips-for-museum-exhibit-design-success/</p> <p>https://www.youtube.com/watch?v=KYKVf6edvcA&feature=emb_logo - BBC Teach – Circuits (Reminder) https://www.youtube.com/watch?v=XSukRnxGy5c – Series and Parallel circuits https://www.si.edu/spotlight/ancient-egypt - Artefacts</p>		
<p><u>Stage 3 – Key Skills</u> Children to practice skills safely or demonstration from the teacher on how to do the following effectively and safely. Cutting Gluing Circuit making with LED lights, buzzer alarm – connecting wires safely https://www.youtube.com/watch?v=XSukRnxGy5c – Series and Parallel circuits</p>		<p><u>Electrical and Mechanical Components</u></p> <p>Explore and describe how electrical circuits can be created and controlled.</p> <p>Identify key features of electrical safety</p> <p>Discuss in depth the hazards and safety issues associated with electricity.</p> <p>Understand and use electrical systems in their products</p>

		Apply their understanding of computing to programme, monitor and control their products
<p><u>Stage 4 – Make</u> Children to make their exhibit with their security element using various materials based on their design considerations. It is fine for the children to deviate from their design if it is to make improvements (This can be evaluated at a later stage) .</p> <p><u>Materials you may need:</u> Cardboard boxes See-through packaging – toy display packaging Other types of packaging that may help with construction Cocktail sticks Glue sticks PVA glue Plasticine/clay – for artefact</p> <p><u>Electronics</u> Buzzers LEDs Wires Cells Cell holders</p>		<p><u>Make</u></p> <p>Select the most effective finish to enhance the appearance of a product</p> <p>Produce a well-finished product that fulfils the functional and aesthetic design criteria.</p> <p>Follow procedures for safety and hygiene.</p> <p><u>Construction</u> Select from and use a wide range of materials and components according to both functional and aesthetic qualities</p> <p>Select a range of appropriate tools to cut, shape and join materials and components effectively.</p>
<p><u>Stage 5 – Evaluate</u> Children will evaluate their peers work and their own based on the design brief.</p>	<ul style="list-style-type: none"> • Have I followed the design brief set by the museum? <ol style="list-style-type: none"> 1. The artefact is the masterpiece of the exhibit and will take centre stage. 2. The casing must have a security element to it, to keep the artefact safe. 3. It must have an eye-catching backdrop and surroundings, based on the Ancient Egyptians. 4. You must have a light (LEDs) element to your design. 5. Create an information sheet that will explain your concept to the museum 	<p><u>Evaluate</u></p> <p>Evaluate ideas and products against own design criteria and consider the views of others to improve their work</p> <p>Give reasons, supported by factual evidence for the success of aspects of a product.</p>

	<p>curator. (Interactivity, Artefact information/story, etc)</p> <ul style="list-style-type: none">• Did I have to make any improvements during the design process? Why?• Was what I planned achievable?• What could I have improved in my design?• Does the alarm system work?	
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