

WALT: Explore and use mechanisms, (levers, and sliders), and generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups.

Context: Underwater World

Success Criteria:

- Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping and finishing.
- Select from and use a wide range of materials and components, including construction materials, according to their characteristics.
- Explore and use mechanisms e.g. levers and sliders in your product.

Design Criteria:

Your underwater world needs:

- Levers and sliders.
- To have appealing, underwater colours.
- made of soft, fabric material
- To be decorated in an appealing way for yourself.
- To include underwater features e.g. underwater animals, seaweed, coral etc.



The materials I will need :

Handwriting practice lines for materials, consisting of alternating red and blue horizontal lines.

The tools I will need :

Handwriting practice lines for tools, consisting of alternating red and blue horizontal lines.