Design and Technology – Enterprise Project

Title: Dragons' Den Enterprise Project		Year: All Years Duration: 3 weeks
Teaching Ideas	Subject	National Curriculum Objectives
Each class will run their own enterprise project in which they will research, design and make a product for sale (e.g. at Christmas or Summer Fayre; at school tuck shop). This could be linked to / built into another theme or topic from any point in the year, e.g. Toys/Entertainment Each class will be given an initial start up budget (e.g. £20-£30). Each class will have to calculate their costings, e.g. of raw materials. Pupils will have the opportunity to research and evaluate existing products and designers. They will design, create models/prototypes and make a finished product. Pupils will pitch their product to a group of experts in the 'Dragons' Den' in an oral presentation, giving pupils the opportunity to develop their spoken language skills. Experts could include members of staff, headteacher, PTA or Governors, as well as local industry experts. Each school/class can set their own theme for the project, which could link to topical / national events (e.g. sporting events); a school theme/issue (e.g. gardens, playground development); linked to the local community or local industry; or a global issue (e.g. environmental).	Focused Objectives: Design and Technology Spoken language Application: Maths Literacy text types linked to project choice Science Art and design Computing	KS1: - Design purposeful, functional, appealing products for themselves and other users based on design criteria - Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology - Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] - Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. - Explore and evaluate a range of existing products - Evaluate their ideas and products against design criteria - Build structures, exploring how they can be made stronger, stiffer and more stable - Explore and use mechanisms [for example, levers, sliders, wheels and axels] in their products.