

Sets (s): 4 lessons Year 8

YEAR 8 – LP2

**SUBJECT –Wood skills (Bug hotel)**

**KNOWLEDGE FOCUS:** To gain improved skills and knowledge that are transferable, and can be used within other Design and Technology projects.



**This half term : Skills, Knowledge and Understanding to be developed:**

- To use the design APP, follow the design and bring the idea to life in 3D using wood.
- To understand the need and follow basic workshop health and safety.
- To gain an understanding of how to manufacture the bug hotel and make a successful end product.

Literacy: WL2,WG1,WG3,WG7c

**Key Terms to be learned this half term:**

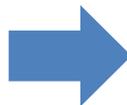
vice, apron, workshop, tenon saw, pencil, try square, ruler, PVA wood glue, sanding, filing, insects, context, final design, dimensions, sustainability, bugs, reduce, reuse, recycle, repair, rethink, refuse, wood, upcycling, specification.

**Week 1 Learning Objectives etc:**

-To ensure the main frame of the bug hotel is completed and start preparing it ready to be glued.

Skills: problem solving, making skills& health and safety.

Literacy: WL2, WG3& WG7c.



APP -  
Designing  
page

**Objective assessments:**

Reuse designing APP from previous LP as it wasn't used.

**Research homework:**

Identifying woods and joints from around your home research homework.

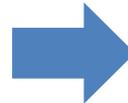
**Week 3 Learning Objectives etc:**

**-Homework collection**-share outcome as starter, compare/contrast with peers.

-To build on understanding of how the bug hotel will function and glue the main frame together.

-To begin the inside of the frame sections ready to glue inside next lesson.

Skills: problem solving, making skills& health and safety.



**Objective assessments:**

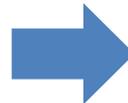
To successfully produce the main frame of the bug hotel.

**Week 5 Learning Objectives etc:**

-To sort out/glue the inside sections of the main frame ready for the bug hotel to be completed next lesson.

Skills: problem solving, making skills& health and safety.

Literacy: WL2, WG1, WG3& WG7c.



SA- Final  
product

**Objective assessments:**

To produce the final bug hotel product that is fully completed, finished and ready to be assessed.

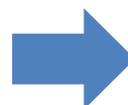
**Evaluation homework:**

Evaluate the overall effectiveness and outcome of the money box using the sheet provided.

**Week 7 Learning Objectives etc:**

-To build on the final structure of the bug hotel, ensure it is finished to a high standard and select a finish to ensure it is both protected and eye catching.

Skills: problem solving, peer assessment and literacy skills.



**Objective assessments:**

Clear evaluation that analyses all aspects of the project in detail.

**Homework:**

Take books home and ensure all pieces of work are up to date and all pieces of homework have been completed.