

Develop process and
production skills through
hands-on activities!



FREE CARDS

DESIGN & TECHNOLOGY

PROJECT-BASED LEARNING

Design & Technology: Project-based Learning is a six-box series that offers opportunities to hone pupils' process and production skills, while designing and creating interesting and fun projects. The flexibility of the four themes (Food, Cooking and Nutrition; Clothing and Textiles; Building and Construction; and Technological Advancements) means that projects can be adapted where necessary. No matter which project your pupils are working on, they will be collaborating and communicating to find solutions to real-world problems.

FEATURES

- Six copies of each project card allows for collaboration and flexibility within the classroom.
- Seven projects in each theme allows pupils to pick and choose to their interests.
- Can be used as a stand-alone product or in conjunction with the *Design & Technology: Project-based Learning* teacher resource series.

Sample card from Box 3

Front



Back



Design & Technology Box 1
Design & Technology Box 2
Design & Technology Box 3
Design & Technology Box 4
Design & Technology Box 5
Design & Technology Box 6

Code: PR-8470
Code: PR-8471
Code: PR-8472
Code: PR-8473
Code: PR-8474
Code: PR-8475

£49.95 each

What is project-based learning?

Project-based learning is an instructional approach which develops pupils' knowledge and skills through cross-curricular projects based on real-world tasks, issues or challenges. It encourages pupils to be curious, creative and critical thinkers as they explore the task, issue or challenge in an attempt to 'solve' it.

To anchor the pupils' exploration, this series utilises a six-step design process—enquire, ideate, plan, create, evaluate and share. These steps are outlined on the back of each project card to guide pupils' learning.



Project-based learning: *Design & Technology in action.*



1 Enquire

Look at what the project is, why it is important and how it can be solved.

2 Ideate

Create a list of possible solutions and pick the best one.

3 Plan

Research and design a solution to the project.

4 Create

Gather the materials needed and create the design.



5 Evaluate

Assess what worked and make modifications to improve the design.

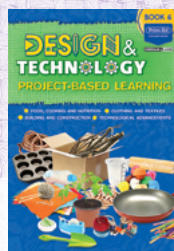
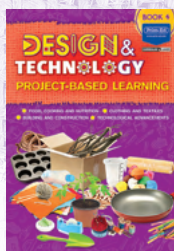
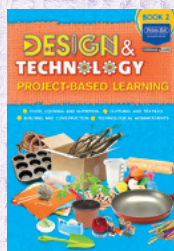
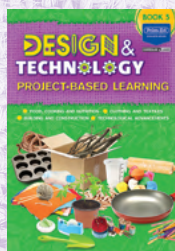
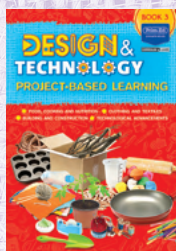
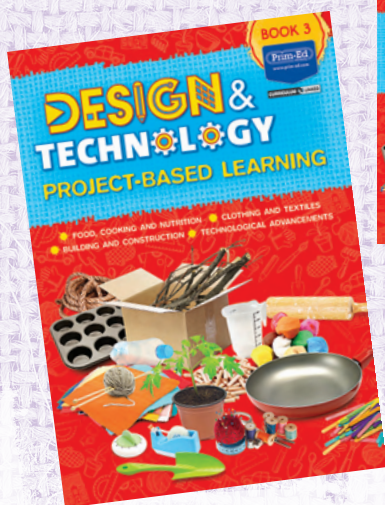


6 Share

Display the creation and record feedback for further projects.



Take it further with *Design & Technology* Teacher Resource books!



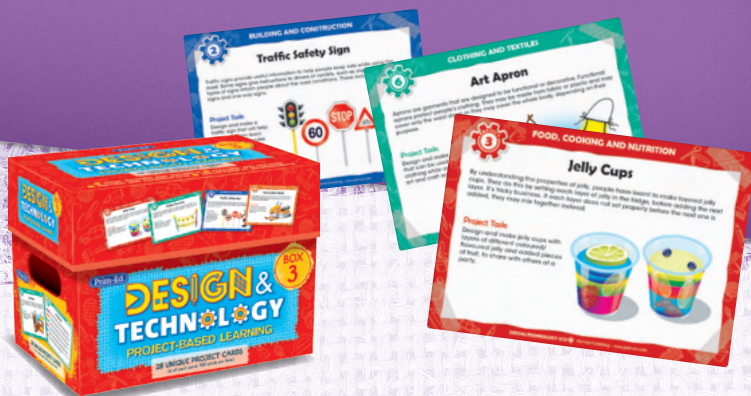
With four units in each book, each unit has detailed plans for nine weeks of lessons/projects, which include objectives, resources, pupil activity sheets, enquiry cards, online research cards, assessment questions and detailed lesson plans. These lesson plans are accompanied by curriculum links, background information, vocabulary lists, resource preparation lists and assessment tools.

Design & Technology Book 1
Design & Technology Book 2
Design & Technology Book 3
Design & Technology Book 4
Design & Technology Book 5
Design & Technology Book 6

Code: PR-8476
Code: PR-8477
Code: PR-8478
Code: PR-8479
Code: PR-8480
Code: PR-8481

£19.95 each

Use project-based learning to unlock pupils' knowledge and skills.



Design & Technology: Project-based Learning encourages pupils to use analytical, creative and critical thinking skills as they explore and attempt to respond to the projects. During each project, pupils are taken through cross-curricular situations based on real-world tasks, issues and challenges.

- ✓ Six-box series for Years 1 to 6.
- ✓ 28 unique projects within each box.
- ✓ Hands-on projects with an emphasis placed on recycling, upcycling and repurposing.
- ✓ Utilises project-based learning, anchored by a six-step design process.

TAKE THE NEXT STEP

Go to www.prim-ed.co.uk/dt

to make your purchase or to find out more

OR

talk to an Account Manager on **020 3773 9620**.