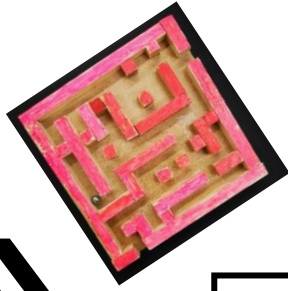




critique



Year: 5 - Autumn 1 & 2

Subject: DT

Topic: Marble Labyrinth



accuracy



During this 'design, make & evaluate' project, you will discover how:

- To **design** a working marble labyrinth
- To **construct** accurate outcomes
- To **critique** effectively (peer & self)

Line of enquiry: Why is there a need for accuracy when constructing a high-quality marble labyrinth suitable for a 6-year-old child?

Key vocabulary:

- WWW = What went well?
- EBI = Even better if...
- Peer-assessment = giving helpful advice to other children in the class about their work
- Challenge = puts you to the test/keeps you occupied
- Durable = able to last a long time

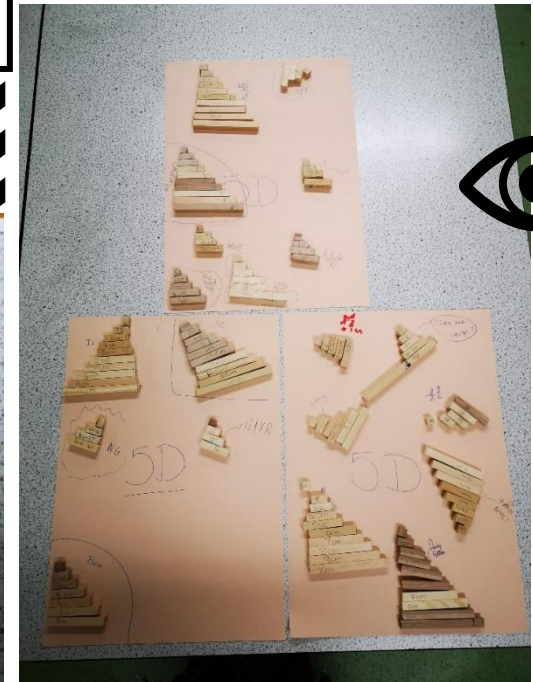
Design: You will create a number of initial designs then we will help each other to improve these designs by giving each other feedback. You will then create a penultimate (second from last) design, receive some more feedback. Then you will draw up a final design.

band saw



SPOT THE DIFFERENCE...

Can you spot the differences between the two mazes below?



peer-assessment