

Example D&T unit – Structures: Constructing Windmills

Week	Week	Week	Week
Lesson 1: Designing the structure	Lesson 2: Assembling the structure	Lesson 3: Assembling the windmill	Lesson 4: Testing and evaluating
To include individual preferences and requirements in my design.	To make a stable structure.	To assemble the components of my structure.	To evaluate my project and adapt my design.

Intended outcome of the unit

Identify some features that would appeal to the client (a mouse) and create a suitable design.

Explain how their design appeals to the mouse.

Make stable structures, which will eventually support the turbine, out of card, tape and glue.

Make functioning turbines and axles that are assembled into the main supporting structure.

Say what is good about their windmill and what they could do better.

Lesson 1

The children began the unit by exploring different types of windmills, identifying the three main components: supporting structure, turbine or sails and axle. They watched and listened to the song Mouse who lived in a windmill in old Amsterdam and developed their design criteria. They decorated their net to their criteria.



Lesson 2 and 3

Children assembled their windmill components using their cutting and folding skills. They joined the components by using tape and glue.

Lesson 4

Children evaluated their windmill against the design criteria.



DT Evaluations: Constructing Windmills 11.10.23

For our project on windmills we looked at what a windmill is and why they are used. We had a design brief from a mouse who told us the design criteria.

Our windmill needed to:

- Stand up on its own ✓
- Be decorated for its owner ✓
- Have three parts
- Blow in the wind ✓

I like...
~~colours~~ I like the colours.