D&T Knowledge Organiser – Year 6 Structures – An Ancient Egyptian Sarcophagus

What I should already know

- How to create a frame structure with focus on triangulation
- How to select appropriate tools and equipment for particular tasks.
- Identify where a structure needs reinforcement and support accordingly

Things I need to know

- How to create an Ancient Egyptian Sarcophagus and Mummy to a given design specifications
- How to select and use appropriate materials
- How to address design, purpose and needs of users
- Ow to evaluate design, appearance, practicality of product and suggest improvements for future designs

This will help me in the future:

Key Knowledge:

Evaluating Egyptian Artefacts

- How have they been constructed.
- What materials were used
- How van we reproduce them
- Sketch and label enlarged images from different viewpoints of selected artefacts

Creating an artefact for the Museum

Design specification	Sketch ideas for the artefacts considering the techniques explored, the user and size Create a working drawing and pattern of chosen idea, annotate with measurements, fabric swatches, colour, touch, feel and decorative elements
Creating the Sarcophagus and Mummy	Mould and manipulate clay, use mesh. Add colour, pattern and texture

Key Vocabulary

Sarcophagus - a stone coffin (= box that a dead person is buried in), especially one that is decorated, used in ancient times

Egyptian Mummy - a body of a human or an animal that has been mummified

Structure - the way in which the parts of something are connected together, arranged or organized; a particular arrangement of parts; the structure of the building

Strengthen - to become physically stronger

Permanent - lasting for a long time or for all time in the future

Temporary - lasting or intended to last or be used only for a short time; not permanent

Purpose - the intention, aim or function of something; the thing that something is supposed to achieve

Design brief - the art or process of deciding how something will look, work, etc. by drawing plans, making computer models, etc.

KS3 - Develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations		select tools and materials, to measure, mark out, cut, shape and join to make robust framework Evaluate products and make changes as constructing accordingly	**Design specification** - a detailed description of how something is, or should be, designed or made **Prototype** - the first design of something from which other forms are copied or developed **Annotated sketch** - add notes to a book or text, giving explanations or comments to a sketch or idea