

Final Outcome: To have designed the board and pieces for our own board games.

Component 6: To design a board for our game.

What we will know after this sequence:

- How to design a component using drawing tools
- How to annotate a diagram
- How to select materials to make our designs from.
- How to choose a final design from a selection.

Vocabulary: Design brief, drawing, appearance, modify

How will this feed into my next learning:

- I will create the board for my game.

SEN: Ideas of boards made, templates to design upon.



Component 4: To design 'pieces' to be used in our board game.

What we will know after this sequence:

- How to design a component using drawing tools
- How to annotate a diagram
- How to select materials to make our designs from.
- How to choose a final design from a selection.

Vocabulary: Design brief, drawing, appearance, modify

How will this feed into my next learning:

- To make the 'pieces' for our board games.

SEN: Ideas of pieces available to magpie, shapes to draw around.



Component 5: To make the 'pieces' for our board games.

What we will know after this sequence:

- How to create components from a design
- How to modify designs as we create
- To evaluate the pieces I have made.

Vocabulary: adhesive, glue, paper, wood, wool, evaluate, purpose, suitable.

How will this feed into my next learning:

- I will design a board for my game.

SEN: Adult support with cutting tasks



Component 3: To brainstorm ideas for my game.

What we will know after this sequence:

- How to follow a design brief
- How to create a mood board

Vocabulary: Design brief, drawing, mood board, planning

How will this feed into my next learning:

- To design 'pieces' to be used in our board game.

SEN: Mood board template, ideas to cut and stick.



Component 2: To evaluate board games that currently exist.

What we will know after this sequence:

- What we enjoy in a board game
- What looks good about board games
- What rules there are in different board games

Vocabulary: Aesthetics, investigation, product analysis, style

How will this feed into my next learning:

- To begin to develop ideas for our own game.

SEN: Small groups, adult support with completing evaluation grid.



Component 1: To research board games that are on sale at present.

We should know:

- What a board game is
- Some popular board games
- What games we enjoy playing and why

What we will know after this sequence:

- A more extensive list of board games
- Which board games we think we would enjoy playing
- Board games we would like to buy and why

Vocabulary: Market research, popular, appearance, parts.

How will this feed into my next learning:

- I will evaluate board games that currently exist.

SEN: Small groups, timer for turn taking, scaffolded mind map.

