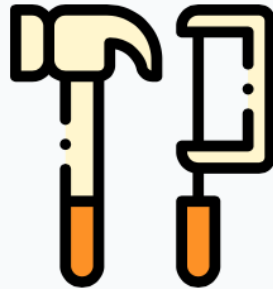


Ancient Greece



Vocabulary

Thespian	Culture	Theatrically	Innovative	Structure	Prototype	Criteria	Materials
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A great engineer...

Develops the creative, technical and practical expertise needed to perform everyday tasks confidently

Builds and applies a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

Critiques, evaluates and tests their ideas and products and the work of others.

Participates successfully in an increasingly technological world.

Design and Technology objectives

Pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

Pupils should be taught through a variety of creative and practical activities.

Pupils should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment].

