

<b>Year group 8</b>	<b>Subject: Sustainable Bug Box</b>
<b>National curriculum</b>	<p><b>Design S 79.02</b> : identify &amp; solve their own design problems; understand how to reformulate problems given to them</p> <p><b>Design S 79.05</b> : develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools</p> <p><b>Evaluate S 79.04</b> : understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists</p>
<b>Rationale</b>	<p>Students gained knowledge and experience in using a wide variety of processes and materials in Year 7, learning their sources and whether they are sustainable, finite or recyclable. In this first Year 8 project we show them how designers have the power to specify sustainable materials and processes, ensuring products are not over engineered and making them able to be disassembled and recycled. Our plan is to take students on a journey from an exciting looking, but ultimately unsustainable bug box to an environmentally friendly version, ending with the question of whether we need to be making boxes for bugs at all.</p>
<b>Vocabulary:</b>	<b>Keywords</b> - sustainable, aluminium, element, recyclable, pre-used, natural, value-added, over-engineered
<b>Cultural Capital:</b>	Understanding how poor design can contribute to the effects of climate change and knowing that they have a choice as consumers, and, as designers, the power to make good choices on behalf of users, clients and other consumers.
<b>Key assessments- name the assessments</b>	<p>Assessment grid of tasks to show achievement and progress across the module.</p> <p>Sustainability audit - marked by teacher.</p>
<b>What do children know/ can do now (EDSM)</b>	Be able to specify sustainable materials and processes when designing products, and consider the 6 Rs of recycling during a products lifecycle.