



**Year: 3**

**Construction**

**DT**

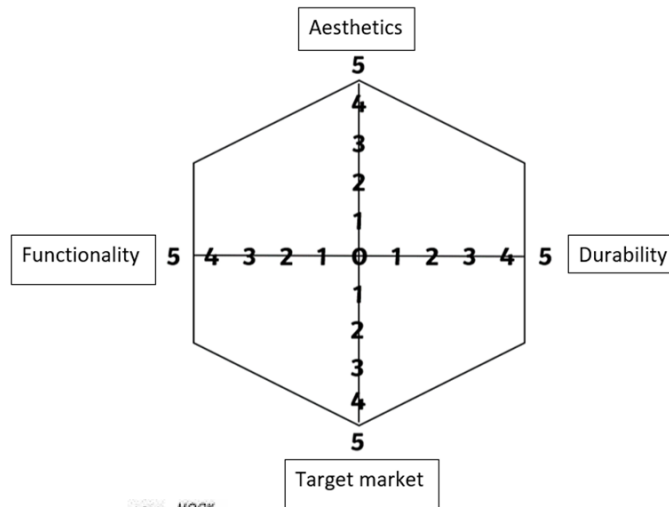
| Vocabulary:      |  |
|------------------|--|
| Aesthetics       | Related to how something looks—usually in a positive light.  |
| Durability       | The ability to withstand wear, pressure, or damage.  |
| Functionality    | The quality of being suited to serve a purpose well.   |
| Target Market    | A particular group which a product or service is aimed at.   |
| Purpose          | The reason why a product has been designed and developed.  |
| Trebuchet        | A type of catapult that uses a long arm to throw a projectile.   |
| Annotated sketch | A combination of notes and labelled drawings that provide an explanation.                                |
| Lever            | <i>A simple tool that uses an effort and a pivot to lift or move objects.</i>                            |
| Fulcrum          | The place where the lever pivots. It is one of the three parts or actions that work together in a lever. |
| Sling            | A device (as a short strap with a string attached at each end) for hurling stones.                       |

**Design Brief:**

A trebuchet is a type of catapult that uses a long arm to throw a projectile. It was a common powerful siege engine until the advent of gunpowder. The design of a trebuchet allows it to launch projectiles of greater weights further distances than that of a traditional catapult.

You have been commissioned to design and create a working model trebuchet which could be sold as part of a war model collection. It must be aesthetically pleasing, durable, and function correctly. You will create an annotated sketch for the design and utilise the skills taught for the final model.

**STAR Evaluation:** **Key Figure:**



TBC

