

DT Knowledge Organiser Reception

DT Unit/ Year Group

Structures/ building boats - children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.

Key Vocabulary

investigate	To find out why something happened.
waterproof	A material that does not let water pass through.
prediction	To suggest what might happen.
float	To rest on the surface of the water.
sink	When an object falls to the bottom of the water/ liquid.
crow's nest	A platform high on a ship's mast to use for a lookout.
sail	A large piece of strong fabric that uses wind power to propel boats and ships.
anchor	A heavy object attached to a chain that is used to moor a ship to the sea bed.
hull	The main body of a ship or boat.
mast	A tall pole which supports the ship's sail.
rudder	An underwater blade that causes the ship to move in a specific direction.
deck	The area used to walk around the boat.
design	To think up and make a plan.

Key Skills

To understand what waterproof means and to test whether materials are waterproof.
 To test and make predictions for which materials float or sink.
 To learn about the different features and structures of boats and ships.
 To investigate how the shape and structure of boats affects the way they move.
 To design a boat.
 To create a boat based upon their own design.

