## UKS2 - Lesson Plan 1 - D.T.

## Can we design a product that uses a renewable energy source?

Aim:	Key Words:	Preparation:
To understand how renewable energy works and apply this knowledge by designing a simple product or model that could use renewable energy to function.	renewable, solar, wind, energy, power, design, circuit, model, generate, sustainable, product	<ul> <li>Cardboard, lolly sticks, straws, plastic bottles, string, paper</li> <li>Small motors, wires, batteries, solar panels (optional if available)</li> <li>Examples/images of wind turbines, solar toys, or water wheels</li> <li>Design sheets, pencils, rulers</li> <li>Video clips explaining types</li> </ul>

**Prior Learning:** Children have learned about different energy sources (fossil fuels vs. renewable) and have explored simple circuits or mechanical systems.

of renewable energy

WC / PT	<ul> <li>Warm-up: Show short video clips of different renewable energy types: solar panels, wind turbines, and hydroelectric dams. Ask: <ul> <li>What powers these machines?</li> <li>Why might renewable energy be important for the future?</li> </ul> </li> <li>Explain that engineers and designers use science to solve real problems — today, they'll be young engineers doing the same!</li> </ul>	0-5 mins
WC	<ul> <li>Main Teach:</li> <li>Introduce the science: <ul> <li>Renewable energy comes from sources that won't run out (sun, wind, water).</li> <li>It can power lights, vehicles, or even whole buildings.</li> <li>Some toys and gadgets are now solar-powered or wind-powered.</li> </ul> </li> <li>Introduce the D.T. challenge: <ul> <li>Can you design a product that uses a renewable energy source?</li> </ul> </li> <li>Go through the design criteria: <ul> <li>Must show what renewable source it uses</li> <li>Should solve a problem or serve a purpose (e.g. lighting a path, turning a fan)</li> <li>Include labels and explanations</li> </ul> </li> </ul>	5-10 mins

1 / S	Activity:  Design and Model a Renewable Energy Product  Children choose one type of renewable energy and design a product that could use it.  Examples:  • A solar-powered toy car  • A wind-powered fan  • A water-powered wheel to turn a small drum  Steps:  1. Sketch and label the design  2. Identify which energy source powers it  3. Build a model (optional — paper prototype or 3D)	10-30 mins
1	Extension Challenge: Children add <b>a simple electrical circuit</b> if materials allow, or use symbols to show how electricity would flow. Optional: Create an advertisement or pitch to "sell" their invention to the class, explaining why it's sustainable.	30-35 mins
WC	Plenary: Class gallery walk or mini-pitch session:  What was the biggest design challenge?  What made your idea environmentally friendly?  Could this invention help people in the real world? Create a wall display titled:  "Future Energy Designers"	35-40 mins

 $WC-Whole\ Class \qquad PT-Partner\ Talk \qquad I-Independent \qquad S-Support$ 

Challenge A	<ul> <li>English Link:</li> <li>Write an explanation text: "How my invention works" using technical vocabulary.</li> </ul>	
Challenge B	• Match each type of renewable energy to a country or region where it's most useful (e.g. solar power in hot climates).	