

DT—Tudor Houses

Evolution

Prior Knowledge

Previously you have created your own buggy and created your own games, joining two pieces of wood together using different methods.



My Component Knowledge:

Lesson 1: I can identify materials to create my Tudor house

Lesson 2: To discover materials and processes used to make Tudor Houses

Lesson 3: To join two pieces of wood together

Lesson 4: To plan a scaled model of a Tudor House

Lesson 5: I can use different joins to create my house

Lesson 6: I can evaluate my design suggesting improvements

My Composite Knowledge:

To explore joining two pieces of wood using a range of methods.

My Powerful Knowledge:

To identify materials to create their own Tudor house and explain why that would be a good choice. To use a method to join two pieces of wood identifying the most effective method for my design.

Key Vocabulary

Tier 1:

structure, saw, timber, glue gun, measuring, ruler, width, length, height

Tier 2:

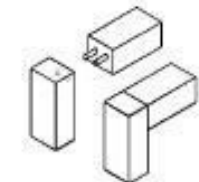
measuring, scaling, drawing accurately

Tier 3:

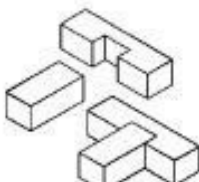
architecture, wattle, daub



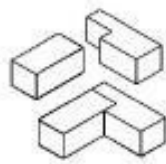
How can we join wood?



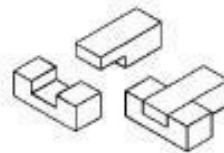
DOWELED BUTT JOINT



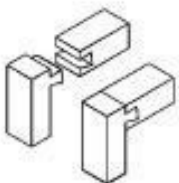
DADO



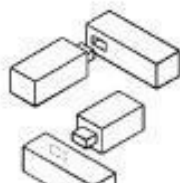
RABBET



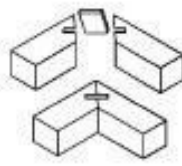
LAP JOINT



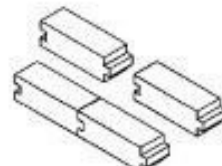
DOVETAIL



MORTISE AND TENDON



MITER WITH WOOD SPLINE



TONGUE AND GROOVE

