



Castle technology - KS2 Challenge Sheet

Why were castles built? What made them strong? What were their weaknesses? How were they attacked? Design and build a castle, add a working drawbridge and a portcullis.

Educational objective

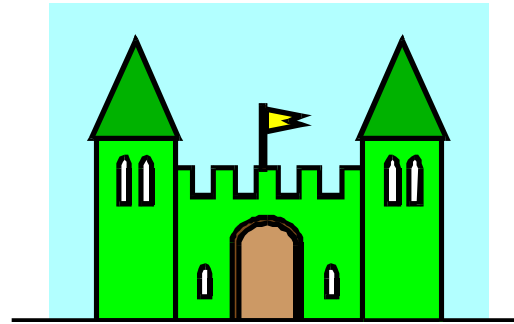
A practical project which helps the children to understand the forces involved in structures and mechanisms. The project may be used as an introduction to the topic, or to reinforce work already done in class.

Approach

Whole class discussion about castles and the main features of castles. Group activity with the children working in pairs using K'NEX to design and build a castle, including a drawbridge and a portcullis. To test the first 'prototype' of the castle. To use the results of the testing to make improvements.

Specific skills to be developed

Manipulative, designing and making skills, social and problem solving skills.



Cross-curricular links

Science, maths, history

Ideas for extension activities

Visit to a local castle, write about the people who lived in a castle, investigate siege engines

Equipment we will provide:

boxes of K'NEX

string

Subject skills / Desirable outcomes

Structures
Mechanisms
Designing skills
Making skills
Shape, space & measure

Life skills

Innovation skills
Problem-solving skills
Team working skills
Communication skills
A 'can-do' approach