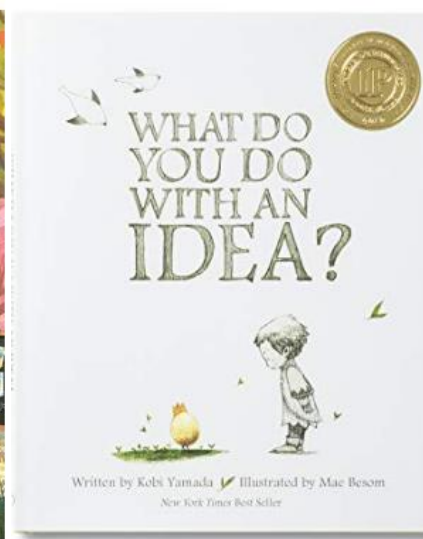
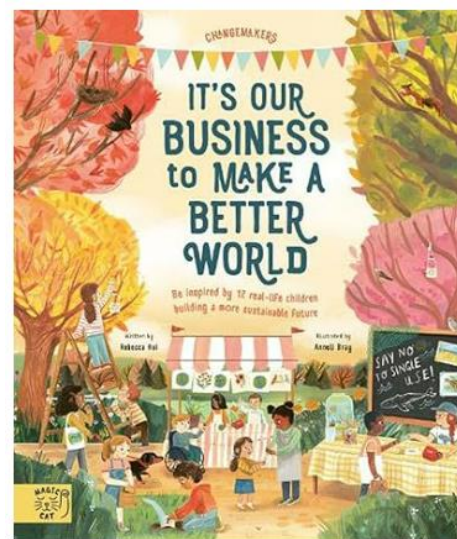
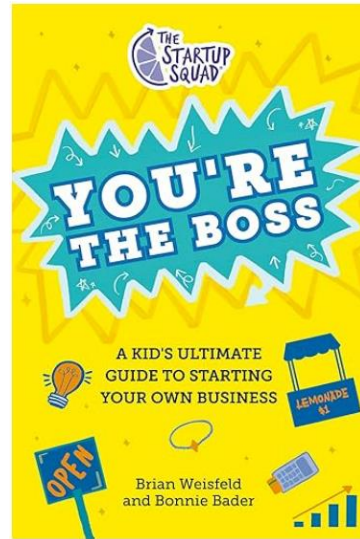
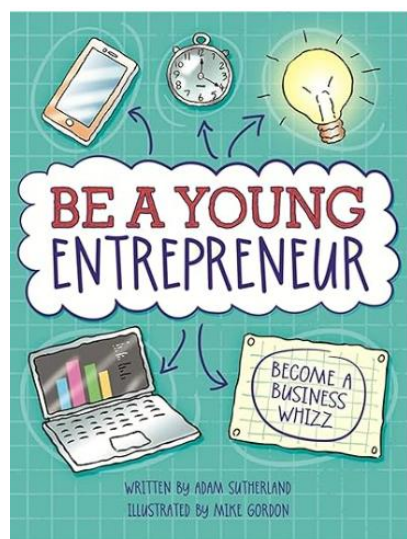


CYCLE B KS3	
Term 6- £5 challenge- how much profit can you make?	
Overview- Enterprise – £5 challenge- how much profit can you make? Research market, create a product or service, sell it and maximise profit. https://www.fiverchallenge.org.uk/en/the-challenge Mini Enterprise Projects: Design, produce, and sell goods (Upcycling) through weekly construction lessons	
Prior Knowledge	KS3 National Curriculum Objectives
KS2 DT objectives • The design process: researching, generating ideas, creating a specification, prototyping, testing, and evaluating. • Sketching and annotation: drawing ideas with clear labels. • Materials knowledge: understanding basic material properties (strength, flexibility, durability, water-resistance, sustainability). • Simple mechanical systems: pulleys, gears, levers, wheels, and axles.	Design • use research and exploration, such as the study of different cultures, to identify and understand user needs • identify and solve their own design problems and understand how to reformulate problems given to them • develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations • use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses • develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools Make • select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture • select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties Evaluate • analyse the work of past and present professionals and others to develop and broaden their understanding • investigate new and emerging technologies • test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups • understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists

	Technical knowledge • understand and use the properties of materials and the performance of structural elements to achieve functioning solutions • understand how more advanced mechanical systems used in their products enable changes in movement and force • understand how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs] • Apply computing and use electronics to embed intelligence in products that respond to inputs [for example, sensors], and control outputs [for example, actuators], using programmable components [for example, microcontrollers].
Key Skills	
Communicational skills • Pitching ideas, speaking to customers, negotiating, teamwork discussions and presenting outcomes. Creativity & Innovation • Designing new products, developing unique selling points and creating marketing ideas Financial Literacy • Managing a budget, calculating costs, setting prices, tracking sales and measuring profit Enterprise Links: • Identify target customers (local councils, environmental groups) • Conduct basic market research • Create a brand name and logo • Calculate estimated production costs • Pitch their idea to an audience • Create promotional materials	

PSHE Links	Key Vocabulary	Cross Curricular links (DT/RE)
Living in the Wider World • Understanding the role of money and making informed financial decisions. • Budgeting, saving and managing resources effectively. • Recognising risk and reward when making financial choices. • Developing enterprise and entrepreneurial skills. • Understanding how businesses meet consumer needs. • Appreciating the value of work and economic wellbeing. • Exploring future careers and employability skills.	 Enterprise Entrepreneur Business Profit Customer Target Market Consumer Market Research Survey Branding Logo Marketing Budget Investment Risk	Maths Budgeting, calculating costs, revenue, profit and loss, percentages, profit margins, spreadsheets, interpreting sales data and graphs. Enterprise, entrepreneurship, customer needs, market research, marketing, pricing, profit, budgeting and evaluation. Computing Online research, creating surveys, designing digital marketing materials, spreadsheets for budgeting, presentations and social media campaigns (where appropriate)
Quality Texts/Resources		



<https://www.fiverchallenge.org.uk/>