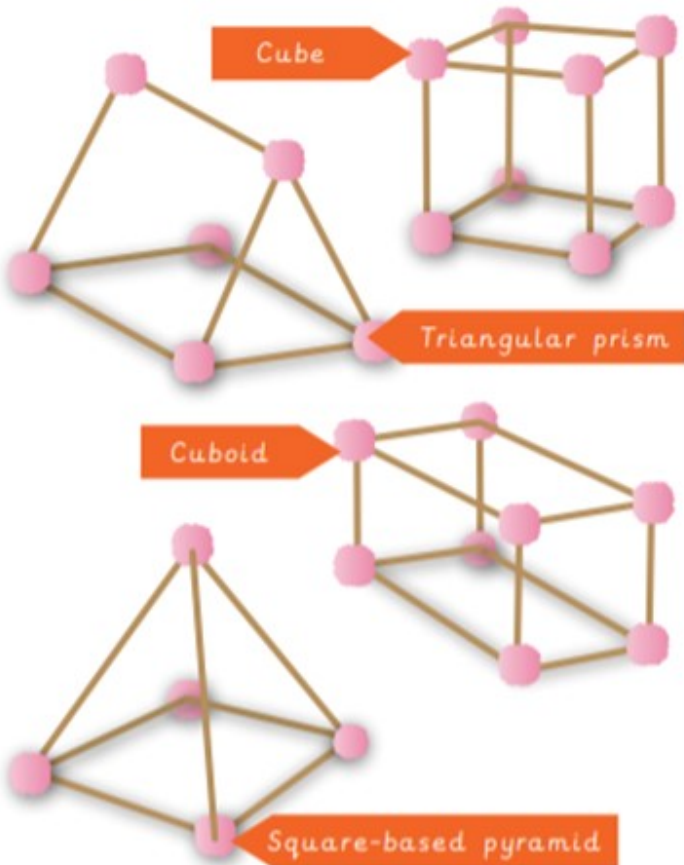




There are variety of ways to assemble a **frame structure**.



What materials and equipment could you use to make your **structure**?

What I will know:

- I will be able to explain what a pavilion is and the purpose of world expos and pavilions.
- I will be able to make a variety of different frame structures including a free-standing structure.
- I will be able to select appropriate materials to build a structure.
- I will be able to make a pavilion from my own design and select appropriate material for cladding.

What I already know:

- design purposeful, functional, appealing products for themselves and other users based on design criteria.
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- explore and evaluate a range of existing products.
- evaluate their ideas and products against design criteria.

You can create all sorts of **textures** for your **cladding** designs using different materials and techniques.



Vocabulary

Cladding—A material put on top of another material or on a structure as protection to improve the appearance.

Frame structure—A way of building something so that the inside supports are built first.

Function—The purpose of an object or how the product works.

Inspiration—To gain ideas from different sources such as the internet, magazines and books.

Pavilion—A decorative building or structure for leisure activities.

Reinforce—To make a structure or material stronger, especially by adding another material or element to it.

Stable—Object does not topple over.

Structure—Something that has been made and put together and can usually stand on its own.

Target audience—A person or particular group of people at whom a product is aimed at.

Target customer—A person or particular group of people who you expect to buy a product.

Texture—The way that something feels when you touch it.

Theme—An idea or specific design that your product or structure is based on.