

D.T. Year 3

Autumn	Spring	Summer
<p><u>Healthy Sandwiches</u> The children will choose from a range of foods across the food groups to design and make a healthy sandwich, selecting appropriate equipment and evaluating afterwards. They will research information on “Make Do & Mend” through the topic of world War 2, then link this to the theme of Christmas when making a Christmas stocking (Maths link – measuring in cm).</p> <p><u>Objectives:</u></p> <p>Design</p> <ul style="list-style-type: none"> • Design, generate and develop ideas. <p>Make</p> <ul style="list-style-type: none"> • Select from and use a wider range of materials and components, including, textiles and ingredients, according to their functional properties and aesthetic qualities. • Select from and use a wider range of tools and equipment to perform practical tasks, e.g. cutting, shaping, joining and finishing, accurately. <p>Evaluate</p> <ul style="list-style-type: none"> • Evaluate their ideas. <p>Cooking and Nutrition</p> <ul style="list-style-type: none"> • Understand and apply the principles of a healthy and varied diet 	<p><u>Walk like an Egyptian</u> The children will design and make an Egyptian shaduf. They will discuss and explore appropriate materials with which to construct their model, considering the properties of these and their suitability for purpose. They will also think about how they will join materials and the tools they will need. They will then design their model, build it and test it to see if it works. They will evaluate their final working models, suggesting changes to make it more effective.</p> <p><u>Objectives:</u></p> <p>Design</p> <ul style="list-style-type: none"> • Design, generate and develop ideas. • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. <p>Make</p> <ul style="list-style-type: none"> • Select tools, materials and components. <p>Evaluate</p> <ul style="list-style-type: none"> • Evaluate their ideas. • Understand how key events in design and technology have helped shape the world. <p>Technical Knowledge</p> <ul style="list-style-type: none"> • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. • Understand and use mechanical systems in their products. 	<p><u>House Design</u> The children will be designing a 3D model of their bedroom out of card. They will talk about the key items they will need to include, plan the materials they will need and discuss techniques they could use. They will then decide on a final prototype and use the appropriate tools to cut and join pieces of their design. Finally, they will evaluate the success of their techniques and discuss any adaptations that they would make in light of how successful it was.</p> <p><u>Objectives:</u></p> <p>Design</p> <ul style="list-style-type: none"> • Design, generate and develop ideas. • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. <p>Make</p> <ul style="list-style-type: none"> • Select from and use a wider range of tools and equipment to perform practical tasks, e.g. cutting, shaping, joining and finishing, accurately. <p>Evaluate</p> <ul style="list-style-type: none"> • Evaluate their ideas. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. <p>Technical Knowledge</p> <ul style="list-style-type: none"> • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.