

Year 3

DT Block (2 x 3 weeks)

DT Block one:

Links to History – Stone age



To be able to create a stone age shelter as part of a class settlement display.

Stone-Age Shelters



Skill Designing:

- I can begin to research other's needs
- I can show how the design meets a range of criteria
- I can describe the purpose of the product
- I can follow a given design criteria
- I can create a plan which shows order, equipment and tools
- I can describe a design and accurately label with words
- I can make my own design decision
- I can make a prototype



Skill Making:

- I can select suitable tools and explain my choices and begin to use them accurately
- I can select materials which are fit for purpose
- I can work through a plan in order
- I can consider how good a product will be
- I begin to measure, mark out and cut and shape materials and components with accuracy
- I begin to apply a range of finishing techniques.



Skill Evaluate:

- I can look at design criteria while designing and making
- I can use design criteria to evaluate product
- I can say what I would change to make a design better
- I begin to evaluate existing products
- I begin to understand by whom, when and where products were designed
- I started to learn about inventors, designers of ground breaking products.



Technical Knowledge (Structures/Materials)

- I can use appropriate materials
- I can work accurately making cuts and holes

I begin to make structures stronger and stiffer.

**DT Block two:
MOVING MONSTER**



To be able to create a moving character from your favourite book.



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Technical Knowledge (Mechanism)

- To use simple lever and linkage
- To start using pneumatics to create movement
- To begin and try new different ideas
- To discuss alteration to the product designed.

