

Yr 3 Autumn Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Autumn 1	Stone Age Moving animals (mammoths) (TECHNICAL KNOWLEDGE - PNEUMATICS)	<u>Designing</u> - Prove that a design meets a set criteria - Develop their own design criteria (DATA) - Design a product and make sure that it looks attractive - Choose a material for both its suitability and appearance <u>Making</u> - Follow a step-by-step plan, choosing the right equipment and materials - Select the most appropriate tools and techniques to use for a given task - Make a product which uses both electrical and mechanical components (AUT 1 -PNEUMATICS/ Bulb to make fire light?) - Work accurately to measure, make cuts and make holes - Assemble, join and combine materials and components with some accuracy (DATA)	- Tubing - Syringes - Balloon pumps - Balloons - Masking tape - PVA - Split pins - Card - Brown wool - Components for a simple electrical circuit	<u>Moving monsters ideas</u> http://www.technologytom.com/-html/pneumatic_monsters.html https://www.youtube.com/watch?v=5QqinrOcbIM BBC Bitesize https://www.bbc.com/bitesize/subjects/zyr9wmn
Autumn 2	Christmas Moving Book (TECHNICAL KNOWLEDGE - LEVERS & LINKAGES)	<u>Evaluating</u> - Explain how to improve a finished model - Know why a model has, or has not, been successful <u>Technical knowledge</u> - Know how to strengthen a product by stiffening a given part or reinforce a part of the structure - Understand and use mechanical systems in their products (AUT 2 -LEVERS & LINKAGES)	- Card - Split pins	BBC Bitesize https://www.bbc.com/bitesize/subjects/zyr9wmn

ICT - Check with NJ & DA - Is there a simple IT program which can use used within their design?

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to strengthen & reinforce, UNDERSTAND mechanical and electrical systems

Yr 3 Spring Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Spring 1	Ancient Egyptians Pyramid gift box (TECHNICAL KNOWLEDGE - STRUCTURES)	<u>Designing</u> - Prove that a design meets a set criteria - Develop their own design criteria (DATA) - Design a product and make sure that it looks attractive - Choose a material for both its suitability and appearance <u>Making</u> - Follow a step-by-step plan, choosing the right equipment and materials - Select the most appropriate tools and techniques to use for a given task - Make a product which uses both electrical and mechanical components (SPR 2 - LEVERS & LINKAGES) - Work accurately to measure, make cuts and make holes - Assemble, join and combine materials and components with some accuracy (DATA) <u>Evaluating</u> - Explain how to improve a finished model - Know why a model has, or has not, been successful <u>Technical knowledge</u> - Know how to strengthen a product by stiffening a given part or reinforce a part of the structure - Understand and use mechanical systems in their products (SPR 2 -LEVERS & LINKAGES) - Use a simple IT program within the design	- Card - Joining materials - scissors	BBC Bitesize https://www.bbc.com/bitesize/subjects/zyr9wmn
Spring 2	Ancient Egyptians Make a shaduf (TECHNICAL KNOWLEDGE - STRUCTURES & LEVERS)	<u>Evaluating</u> - Explain how to improve a finished model - Know why a model has, or has not, been successful <u>Technical knowledge</u> - Know how to strengthen a product by stiffening a given part or reinforce a part of the structure - Understand and use mechanical systems in their products (SPR 2 -LEVERS & LINKAGES) - Use a simple IT program within the design	- Art straws - Joining materials (masking tape, double-sided tape, glue) - Split pins - Lids off gluesticks for counter balance or bucket	Shaduf - levers https://www.bbc.com/bitesize-clips/zrp6n39 https://www.teachingideas.co.uk/-dt/using-levers http://www.technologytom.com/html/-hydraulic_crane.html index.php>Egyptian_Shaduf">http://wiki.dtonline.org>index.php>Egyptian_Shaduf BBC Bitesize https://www.bbc.com/bitesize/subjects/zyr9wmn

ICT - Check with NJ & DA - Is there a simple IT program which can use used within their design?

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to strengthen & reinforce, UNDERSTAND mechanical and electrical systems

Yr 3 Summer Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Summer 1	Greeks Weaving (MAKING - TEXTILES)	<u>Designing</u> • Prove that a design meets a set criteria • Develop their own design criteria (DATA) • Design a product and make sure that it looks attractive • Choose a material for both its suitability and appearance <u>Making</u> • Follow a step-by-step plan, choosing the right equipment and materials • Select the most appropriate tools and techniques to use for a given task • Assemble, join and combine materials and components with some accuracy (DATA)	• Card • Thread • Wool • scissors	
Summer 2	Greek Food Investigate food from Greece Pita Pizza (FOOD TECHNOLOGY)	<u>Evaluating</u> • Explain how to improve a finished model • Know why a model has, or has not, been successful <u>Food Technology (SUM 2)</u> • Describe how food ingredients come together • Weigh out ingredients and follow a given recipe to create a dish • Talk about which food is healthy and which food is not • Know when food is ready for harvesting	• Food ingredients • utensils	

ICT - Check with NJ & DA - Is there a simple IT program which can use used within their design?

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to prepare food - peel, chop, slice, weigh