

Year 3 DT Autumn

<p>Eating seasonally</p> <p>Pneumatic toys</p>	<p><b>Design:</b> Creating a healthy and nutritious recipe for a savoury tart using seasonal ingredients, considering the taste, texture, smell and appearance of the dish.</p> <ul style="list-style-type: none"> <li>• Knowing how to prepare themselves &amp; a work space to cook safely in, learning basic rules to avoid food contamination.</li> <li>• Following the instructions within a recipe.</li> <li>• Establish &amp; use design criteria to test &amp; review dishes.</li> <li>• Describing the benefits of seasonal fruits and vegetables and the impact on the environment.</li> <li>• Suggest points for improvement when making seasonal tart</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Design:</b> Correctly identify definitions for key terms.</li> <li>• Draw accurate diagrams with labels, arrows and explanations.</li> <li>• Identify five appropriate design criteria.</li> <li>• Communicate two ideas using thumbnail sketches.</li> <li>• Communicate and develop one idea using an exploded diagram.</li> <li>• Select appropriate equipment and materials to build a working pneumatic system.</li> <li>• <b>Make</b> : Assemble their pneumatic system within the housing to create the desired motion.</li> <li>• Create a finished pneumatic toy that fulfills the design brief</li> </ul>
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Spring

<p>Digital world</p>	<p><b>Design</b> Give a brief explanation of the digital revolution and/or remember key examples. Suggest Micro:bit feature that is suitable for an eCharm. Write a program that initiates a flashing LED panel, or another pattern, on the Micro:bit when button is pressed. Identify errors, if testing is unsuccessful, by comparing their code to a correct example. Explain the basic functionality of their finished program. Suggest key features for a pouch, with some consideration for the overall theme and the user. Use a template to cut &amp; assemble a pouch with some support. Describe what is meant by 'point of sale display' with eg. Follow basic design requirements using computer-aided design, with shape, text box &amp; bright colours, using a demo. <b>Evaluate</b> their design.</p>	
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Summer

<p>Cushions</p> <p>Constructing a castle</p>	<ul style="list-style-type: none"> <li>• Use a cross-stitch to join two pieces of fabric together.</li> <li>• Design and cut the template for a cushion.</li> <li>• Use cross-stitch and appliqué to decorate a cushion face.</li> <li>• Make a cushion that includes appliqué and cross-stitch.</li> </ul>	<ul style="list-style-type: none"> <li>• Draw and label a simple castle that includes most common features.</li> <li>• Recognise that a castle is made up of multiple 3D shapes.</li> <li>• Design a castle with key features which satisfy a given purpose.</li> <li>• Score or cut along lines on the net of a 2D shape.</li> <li>• Use glue to securely assemble geometric shapes.</li> <li>• Use skills to build complex structure from simple geometric shapes.</li> <li>• Evaluate their work by answering simple questions.</li> </ul>
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