



FENISCOWLES PRIMARY SCHOOL
Striving for Excellence

DESIGN TECHNOLOGY YEAR 3 MODULE OVERVIEWS



Y3	Context	Design	Make	Evaluate	Technical Knowledge
Autumn	<p>Textiles</p> <p>Cushions</p> <p>Having already learnt the basics of sewing and decorating fabric in earlier years, this topic offers extra challenge by introducing two new skills to their repertoire; cross stitch and applique. After learning these techniques, they apply their knowledge to the design, decoration and assembly of their very own cushions.</p>	<p>Designing and making a template from an existing cushion and applying individual design criteria</p>	<p>Following design criteria to create a cushion</p> <p>Selecting and cutting fabrics with ease using fabric scissors</p> <p>Sewing cross stitch to join fabric</p> <p>Decorating fabric using appliqué</p> <p>Completing design ideas with stuffing and sewing the edges</p>	<p>Evaluating an end product and thinking of other ways in which to create similar items</p>	<p>Threading needles with greater independence</p> <p>Tying knots with greater independence</p> <p>Sewing cross stitch and appliqué</p> <p>Understanding the need to count the thread on a piece of evenweave fabric in each direction to create uniform size and appearance</p> <p>Understanding that fabrics can be layered for affect</p>
Spring	<p>Structures</p> <p>Constructing a castle</p> <p>Learning about the features of a castle, children design and make one of their own. They will also be using configurations of handmade nets and recycled materials to</p>	<p>Constructing a range of 3D geometric shapes using nets</p> <p>Creating special features for individual designs</p> <p>Making facades from a range of recycled materials</p>	<p>Constructing a range of 3D geometric shapes using nets</p> <p>Creating special features for individual designs</p> <p>Making facades from a range of recycled materials</p>	<p>Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design</p> <p>Suggesting points for modification of the individual designs</p>	<p>Identifying features of a castle</p> <p>Identifying suitable materials to be selected and used for a castle, considering weight, compression, tension</p> <p>Extending the knowledge of wide and flat based objects are more stable</p>

	make towers and turrets and constructing a base to secure them				<p>Understanding the terminology of strut, tie, span, beam</p> <p>Understanding the difference between frame and s</p>
Summer	<p>Food</p> <p><i>Eating seasonally</i></p> <p>Children discover when and where fruits and vegetables are grown and also learn about seasonality in the UK. They will also learn about the relationship between the colours of fruits and vegetables by making three dishes using seasonal ingredients.</p>	<p>Creating a healthy and nutritious recipe for a savoury tart using seasonal ingredients, considering the taste, texture, smell and appearance of the dish</p>	<p>Knowing how to prepare themselves and a work space to cook safely in, learning the basic rules to avoid food contamination</p> <p>Following the instructions within a recipe</p>	<p>Establishing and using design criteria to help test and review dishes</p> <p>Describing the benefits of seasonal fruits and vegetables and the impact on the environment</p> <p>Suggesting points for improvement when making a seasonal tart</p>	<p>Learning that climate affects food growth</p> <p>Working with cooking equipment safely and hygienically</p> <p>Learning that imported foods travel from far away and this can negatively impact the environment</p> <p>Learning that vegetables and fruit grow in certain seasons</p> <p>Learning that each fruit and vegetable gives us nutritional benefits</p> <p>Learning to use, store and clean a knife safely</p>

<p>Summer</p>	<p><i>Digital World</i></p> <p><i>Electronic charm</i></p> <p>Children design, code, make and promote a Micro:bit electronic charm to use in low-light conditions, developing their understanding of programming to monitor and control their products.</p>	<p>Problem solving by suggesting potential features on a Micro: bit and justifying my ideas</p> <p>Developing design ideas for a technology pouch</p> <p>Drawing and manipulating 2D shapes, using computer-aided design, to produce a point of sale badge</p>	<p>Using a template when cutting and assembling the pouch</p> <p>Following a list of design requirements</p> <p>Selecting and using the appropriate tools and equipment for cutting, joining, shaping and decorating a foam pouch</p> <p>Applying functional features such as using foam to create soft buttons</p>	<p>Learning to give constructive criticism on own work and the work of others</p> <p>Testing the success of a product against the original design criteria and justifying opinions</p>	<p>Identifying key product developments that occurred as a result of the digital revolution</p> <p>Writing a program to control (button press) and/or monitor (sense light) that will initiate a flashing LED algorithm</p> <p>Understanding what a loop is in programming</p> <p>Explaining the basic functionality of my eCharm program</p> <p>Understanding what is meant by 'point of sale display'</p>
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