







Year 3 DT Implementation

These statements are used to assess the impact our teaching intention and the progress of children during their learning journey.

	Autumn 2	Spring 2	Summer 2
Theme	Rainforest Masks 	 Viking making and creating	Magnetic Games 
	<p>I can measure accurately.</p> <p>I can work accurately to measure, make cuts and make holes.</p> <p>I can evaluate and suggest improvements for my designs.</p>	<p>I can explore viking communication - runes</p> <p>Viking art - techniques</p> <p>Understanding the structure and creation of the viking longship</p> <p>Viking longship – creating a large model with garden canes</p> <p>Exploring viking food choices – fruit, vegetables, fish</p>	<p>I can choose a textile for both its suitability and its appearance.</p> <p>I can prove that my design meets some set criteria.</p> <p>I can persevere and adapt my work when my original ideas do not work.</p>
Designers	Borucan Indian tribe of Costa Rica – carved wooden masks	Smithsonian archeologist William Fitzhugh reveals what drove the Vikings on their adventures to distant shores. Eric Bloodaxe - King of Viking city of Jorvik – silver coins 'Eric Rex'	Scientists: William Gilbert and Michael Faraday Game designer Charles Darrow (1889 1967) – monopoly
Skills and development	<p>Explore mask designs, considering why they are used.</p> <p>Evaluate existing masks and consider how they can be adapted for children's own design.</p> <p>Make drawings with labels from two different viewpoints showing key features.</p> <p>Measure and accurately shape chosen material into the correct shape.</p> <p>Cut and attach using glue (join/sew using simple back stitch if using felt) key features such as ears.</p> <p>Improve the appearance of the mask by painting and embellishing with additional materials/ using a range of decorative stitches.</p> <p>Evaluate product against original design criteria.</p>	<p>Runes are the characters of the alphabet used by the Vikings</p> <p>Exploring and researching designs created by the Vikings – engraving, relief carving, abstract art</p> <p>Exploring the viking longship</p> <p>Working together as a class group to create one large longship model</p>  <p>How food was made, food choices and availability, recipes, cooking</p>	<p>Explore a variety of magnetic games with the children considering how they work and the science which explains it.</p> <p>With reference to the above games, children plan and design their own product including creating a clear labelled drawing of their intended product</p> <p>Create a clear step by step plan of their making process.</p> <p>Children work safely and accurately with a range of tools to make their design.</p> <p>Continually evaluate work during the making process and be willing to change aspects if original ideas are not working.</p> <p>Evaluate and test the game to see if it works as intended.</p>