DT MEDIUM TERM PLAN (MTP) YEAR 3 2020: Taught 2nd Half of each term

DT MTP Y3	Autumn 2: 7 WEEKS		Spring 2: 6 WEEKS		Summer 2: 6 WEEKS	
Taken from the Year group curriculum map	**Topic Title: Around the world board game** **Key knowledge:** DT2/1.1a: To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups DT2/1.2a: To select from and use a wider range of tools and equipment to perform practical tasks accurately DT2/1.3b: To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work **Key Skills:** • Design 3D map • Plan material needed • Design famous landmark • Label • Construction - Junk model creation **Key vocabulary:** modelling, junk, landmark, plan, design, evaluate, recycled and materials		**Topic Title: Water cycle** **Key knowledge:** DT2/1.4: Technological Knowledge DT2/1.4a: To apply their understanding of how to strengthen, stiffen and reinforce more complex structures DT2/1.3b: To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work **Key Skills:** • Design a 3d river model • Plan the material needed • Make the model using a variety of techniques/materials • Evaluate the outcome of project • Technological knowledge- create an information booklet about the water cycle **Key vocabulary: w**ater cycle, model, material, plan, design, features, river, construct and evaluate.		**Topic Title: Roman Britain** **Key knowledge:** DT2/1.1a To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups DT2/1.2a To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately DT2/1.3b To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work **Key Skills:** • Research Roman armour and weapons • Design and create Roman armour • Evaluate the outcome of projects. **Key vocabulary:** Roman Britain, armour, helmet, breastplate, shield, spear, iron, steel, rigid, protective, tough, resistant	
Lesson 1	**Lesson objective (s):** To explore and evaluate a range of board games. **Brief outline of main tasks:** Children to look at different types board games and discuss what they are made out of and why? Sort out material that's are		**Lesson objective (s):** To explore and evaluate a range of existing 3D river model. **Brief outline of main tasks:** Display a range of 3D river model on tables for children to explore and evaluate. Children to work in pairs and answer questions about why it is		**Lesson objective (s):** To explore and evaluate a range of Roman armour **Brief outline of main tasks:** Children to research and explore the different types of Roman armour and to look at examples of different designs.	

	suitable to make a board game and evaluate the materials.	effective. They then present these to the class.	e.g Why is it used and what makes it special? What materials are used and why?	
Lesson 2	**Lesson objective (s):** To carry out a research for a board game**.** **Brief outline of main tasks:** Children to research questions they would like to include for their board game. E.g. what is the biggest country in the world?	**Lesson objective (s):** To design a 3D river model. **Brief outline of main tasks:** Children need to design and choose from a variety of materials for their river model, they need to think about what materials would be the most suitable.	**Lesson objective (s):** To design a piece of Roman armour **Brief outline of main tasks:** Children need to design and choose from a variety of materials to create their own Roman armour pattern and design.	
Lesson 3	**Lesson objective (s):** To design a board game. **Brief outline of main tasks:** Children need to design a board game and choose from a variety of materials.	**Lesson objective (s):** To create 3D river model using a range of equipment. **Brief outline of main tasks:** Children to use design from previous lesson to start constructing their 3D river model game. They need to select from and use a range of tools to create their 3D river.	**Lesson objective (s):** To create a piece of Roman armour **Brief outline of main tasks:** Children to use design from previous lesson to start creating their armour. Use materials to create armour.	
Lesson 4	**Lesson objective (s):** To construct a board using a range of equipment. **Brief outline of main tasks:** Children to use design from previous lesson to start constructing their board game.	**Lesson objective (s):** To create 3D river model using a range of equipment. **Brief outline of main tasks:** Children to continue constructing their 3D river.	**Lesson objective (s):** To create a piece of Roman armour. **Brief outline of main tasks:** Children to continue constructing their Roman armour. In this lesson, children will need to think about the durability, weight, and strength of the piece.	

	They need to select from and use a range of tools to create their board game.				
Lesson 5	**Lesson objective (s):** To construct a board game using a range of equipment. **Brief outline of main tasks:** Children to continue making their board game.		**Lesson objective (s):** To create information booklet about the water cycle. **Brief outline of main tasks:** Children to create a short information booklet about the water cycle.		**Lesson objective (s):** To present design and explain the use of Roman armour. **Brief outline of main tasks:** Children will be presenting their armour to the class, explain their choices of materials used, while doing a group presentation on their research about the Roman armour.
Lesson 6	**Lesson objective (s):** To evaluate ideas and products against design criteria. **Brief outline of main tasks:** Children to test their board game and evaluate their effectiveness by answering questions based on design criteria.		**Lesson objective (s):** To evaluate ideas and products against design criteria. **To complete end of unit assessment and evaluation.** **Brief outline of main tasks:** Children to evaluate their 3D river model. *FINAL PRODUCT / ASSESSMENT AND EVALUATIONS*		**Lesson objective (s):** To evaluate ideas and products against design criteria. **To complete end of unit assessment and evaluation.** **Brief outline of main tasks:** Children to evaluate their Roman armour. *FINAL PRODUCT / ASSESSMENT AND EVALUATIONS*
Lesson 7	**Lesson objective (s):** To evaluate ideas and products against design criteria.		TERM END		TERM END

	To complete end of unit assessment and evaluation. **Brief outline of main tasks:** Children to evaluate their board game. *FINAL PRODUCT / ASSESSMENT AND EVALUATIONS*				
Lesson 8	**TERM END**				