



Objectives and Sticky Knowledge

Prior Knowledge Recap:

Design a structure
 Identify flaws in a pre-model design, fix or strengthen them, cut and assemble accurately.
 Explore natural and manmade structures.
 Know that different shapes can strengthen or weaken structures.

To use knowledge from the Bronze Age to design a replica roundhouse

To create an accurate representation of a roundhouse

To evaluate their roundhouse

*design a roundhouse that replicates one from the Bronze Age

 *use images

 *prove that a design meets set criteria.

*choose a material for both its suitability and its appearance.

 *Choose colours that will reflect the Bronze Age
 *use clay to create roundhouse and natural materials to make the roof

*To reflect on what went well

 *to reflect on design and how this could be improved if made again

Links with 'Communication' Golden Thread:

Links with CST and CKA Values Crown:

Year 3 Design and Technology Knowledge Organiser



Subject Specific Vocabulary

Model	a three-dimensional representation of a person or thing or of a proposed structure, typically on a smaller scale than the original.
Join	the way in which materials are joined together for a specific purpose.
Fix	fasten (something) securely in a particular place or position.
Stability	the state of being firmly fixed or not likely to move or change
Structure	a building or other object constructed from several parts
Curved	a line or outline which gradually deviates from being straight for some or all of its length
Wood	A hard material that forms the main substance of the trunk or branches of a tree or shrub



Sky Objectives:

- Know how to carry out research into the needs of different individuals and design a functional product using a given design criteria. Draw a labelled sketch of product, showing understanding of order, tools and equipment.
2. Select tools and techniques for making their products and measure, mark-out, cut and score with some accuracy. Think about their ideas and be willing to change things if needed. Use finishing techniques to strengthen and improve their product using a range of equipment including ICT.
 3. Evaluate their product against original design criteria e.g how well it meets it's intended purpose. Disassemble and evaluate familiar products.