OUR MISSIONS: Love of learning – Grow Spiritually – Foster Respect – Serve our Community – Opportunity to Flourish – Prepare and Equi Year 3 Subject DT		
Autumn – Sock Owls	Spring – Sandwiches	Summer – Roman Catapults
 Key Skills: Generate ideas for an item, considering its purpose and the user/s Identify a purpose and establish criteria for a successful product. Make drawings with labels when designing Think about their ideas as they make progress and be willing change things if this helps them improve their work Measure, tape or pin, cut and join fabric with some accuracy Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i> 	 Key Skills Generate ideas for an item, considering its purpose and the user/s Identify a purpose and establish criteria for a successful product. Make drawings with labels when designing Think about their ideas as they make progress and be willing change things if this helps them improve their work Demonstrate hygienic food preparation and storage Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i> 	 Key Skills Generate ideas for an item, considering its purpose and the user/s Make drawings with labels when designing Think about their ideas as they make progress an be willing change things if this helps them improvitheir work Select tools and techniques for making their product Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpos</i>
 Key questions: Can you make an animal out of a sock? Learning and Activities Why are we going to make an owl? Chn look through fashionable owl products. Chn design two different owls. Chn think about their favourite and choose 2 design features they will include. Chn make the sock owl following step by step guides. Photos are taken of the owl and then chn have the chance to evaluate, referring back to their design criteria. 	 Key questions: What makes a 'good' sandwich? Learning and Activities Chn will begin by thinking about, and tasting their favourite sandwiches. Chn will compare two sandwiches and their fillings – think about the quality of the bread, the quantity of the filling etc. Chn come up with a list of rules for safely and hygienically making a sandwich. Chn plan the equipment they will need for making their sandwich Chn to write instructions for how to make a sandwich. Make and evaluate their own sandwich. 	 Disassemble and evaluate familiar products Key questions: Which catapult is best? Learning and Activities Chn begin by looking at catapults the Romans used. They look at 3 and decide upon which they think is the best and why. Chn choose the style of catapult they are going to make and with a partner, they follow simple instructions to make it. Chn use simple tools to build their catapult, saw, scissors for scoring card. Chn then test their catapults by flinging marshmallows on the playground. As a class chn come to a conclusion about the best type of catapult. Chn review how successful theirs was, take photos and take apart.

Extension and Enrichment Opportunities			
These are put on display and sold to the parents as Christmas Crafts.	Having the chance to make a sandwich of their choice, eat it an evaluate it.	Testing out catapults on the playground with marshmallows seeing whose can go the furthest. Roman shield also made and then used to create different roman army formations on the field.	