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|  **Year 3 – DT- Nets with a 3D product**  |
| What should I already know? | What am I going to learn in this unit? | Vocabulary I need to know |
| * I can identify different mechanisms such as flaps, sliders and levers in different contexts.
* I can analyse a variety of products which have levers and linking mechanisms.
* I can use experimenting to help me develop my ideas and create a final design.
* I can explain what a prototype is and why they are useful.
* I can explain my choices of materials.
* I can communicate what my idea is and explain how it will work to another person.
* I can order the steps I need to make my final product.
* I can select and use appropriate tools with accuracy including cutting, shaping and joining.
* I can demonstrate how to use finishing techniques to make my final product look exciting.
* I can evaluate my product for its appearance, durability and whether it is easy to use.
 | * I can use different techniques to cut and join paper and card.
* I can explain the properties of different 2D and 3D shapes.
* I can investigate and evaluate a range of different shell products.
* I can generate ideas to create a product that meets set criteria.
* I can analyse existing products for their effectiveness.
* I can create a design using annotated sketches on Microsoft Word to communicate my ideas.
* I can order the steps to make my product.
* I can use appropriate tools to measure, mark, cut, score and assemble my product.
* I can use Microsoft Word to create finishing products for my design.
* I can test and evaluate my product based on the design criteria.
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| C.A.D or Computer Aided Design  | This is when you use a computer to put together ideas for a product.  |
| 2D Shapes | 3D Shapes |
| Analyse  | To look at something in detail and decide if it does what it is supposed to. |
| Shell products | An object or thing which is covered all around but is empty inside. |
| ScoringBest Scoring Tools To Score Cardstock, Paper | LCI Paper | When you use a ruler and something sharp to help bend card but not cut it. |
| Design | Putting together your ideas into a drawing or diagram. |
| Assemble  | To put all the pieces together. |
| Design Criteria  | What you need to include in your final work. |
| Product  | The item or object you are making. |

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