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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. | |  |  | | --- | --- | | 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. | |