

Thundersley Primary School - Creative Topic Parameters

Design Brief: To design and make a _____ (product) for _____ (purpose)

Design and Technology -

Year 3

Autumn / Spring / Summer

Design Brief

A design is a plan or drawing of something that you intend to make

- ⇒ Explain the different groups that food can be divided into
- ⇒ Taste test a variety of different breads and describe their texture and flavours.
- ⇒ Design and plan a healthy sandwich
- ⇒ Hygienically and safely prepare the foods to make your healthy snack

Evaluate

Reflect and evaluate your end product against the design criteria

- ⇒ I can talk about my plan and design and explain what worked well and any changes I could have made.



Key Vocabulary

To be able to understand the meaning of...

- * Purpose
- * Balanced
- * Diet
- * Hygiene
- * Texture
- * flavour
- * Ingredients
- * Chopping
- * Grating
- * Spreading
- * Recipe
- * Appearance

Thundersley Primary School - Creative Topic Parameters

Design Brief: To design and make _____(product) for _____(purpose)

Design and Technology - Shell Structures

Year 3

Autumn / Spring / Summer

Design Brief

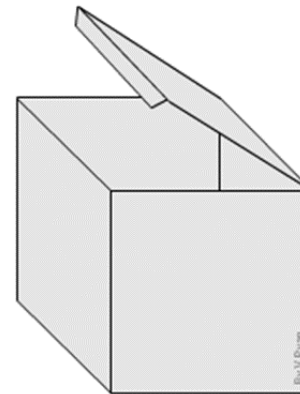
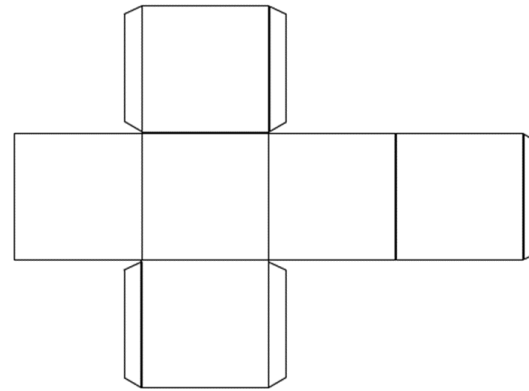
A design is a plan or drawing of something that you intend to make

- ⇒ Investigate and evaluate different types of packaging
- ⇒ Explore how graphics can be used on packaging
- ⇒ Construct a net for a 3D shaped package
- ⇒ Design a packaging box for a particular purpose
- ⇒ Make a packaging box by following a design.

Evaluate

Reflect and evaluate your end product against the design criteria

- ⇒ I can talk about my design and explain what worked well and what I could possibly Change?



Key Vocabulary

To be able to understand the meaning of...

- * Net
- * Cube
- * Vertex
- * Edge
- * face
- * Assemble
- * Prototype
- * Functional
- * Aesthetics

Thundersley Primary School - Creative Topic Parameters

Design Brief: To design, make and evaluate a _____ (product) for _____ (purpose)

Design and Technology - 2D shape to 3D product

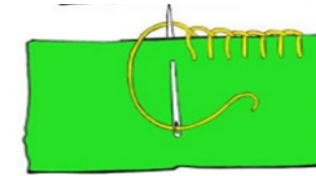
Year 3

Autumn / Spring / Summer

Design Brief

A design is a plan or drawing of something that you intend to make

- ⇒ Investigate and evaluate different textile products looking closely at different types of stitches, joins, and fabric.
- ⇒ Disassemble fabric products to gain an understanding of how the 2D pattern pieces were combined to create a 3D product.
- ⇒ Generate ideas for your own fabric product and create the pattern pieces needed for your final design.
- ⇒ Accurately mark out, cut out and combine your fabric pieces.



Blanket stitch



Running stitch



Back stitch

Key Vocabulary

To be able to understand the meaning of...

- * Fabric names
- * Stitches
- * Seam
- * Seam allowance
- * Pattern Pieces

Evaluate

Reflect and evaluate your end product against the design criteria

- ⇒ I can talk about my design and explain what worked well and what I might consider changing if I was to do the project again.