Curriculum map

Year Groups Years 3	Aspect of D&T Mechanical systems Focus Levers and linkages	What could children design, make and evaluate? Intended users story book poster class display greetings card information book themselves younger children older children storyboard other – specify themselves younger children older children Project title Design, make and evaluate a(product) for(purpose). Design, clebration event information Purpose of products clebration event information pleasure interests hobbies campaign	Health and safety Pupils should be taught to work safely, using tools, equipment, materials, components and techniques appropriate to the task. Risk assessments should be carried out prior to undertaking this project
 sliders and levers. Gained experience of finishing techniques of Designing Generate realistic ide 	echanisms such as flaps, f basic cutting, joining and with paper and card. as and their own design	 10. Investigative and Evaluative Activities (IEAs) Children investigate, analyse and evaluate books and, where available, other products which have a range of lever and linkage mechanisms. Use questions to develop children's understanding e.g. Who might it be for? What is its purpose? What do you think will move? How will you make it move? What part moved and how did it move? How do you think the mechanism works? What materials have been used? How effective do you think it is and why? What else could move? 	books and, where available, other products with moving pictures. Ask relevant questions to extend knowledge and understanding. Build technical vocabulary.
 criteria through discussion, focusing on the needs of the user. Use annotated sketches and prototypes to develop, model and communicate ideas. Making Order the main stages of making. Select from and use appropriate tools with some accuracy to cut, shape and join paper and card. Select from and use finishing techniques suitable for the product they are creating. Evaluating Investigate and analyse books and, where available, other products with lever and linkage mechanisms. Evaluate their own products and ideas against criteria and user needs, as they design and make. Technical knowledge and understanding Understand and use lever and linkage mechanisms. Distinguish between fixed and loose pivots. Know and use technical vocabulary relevant to the project. © The Design and Technology Associa		 Focused Tasks (FTs) Demonstrate a range of lever and linkage mechanisms to the children using prepared teaching aids. Use questions to develop children's understanding e.g. Which card strip is the lever? Which card strip is acting as the linkage? Which part of the system is the input and which part the output? What does the type of movement remind you of? Which are the fixed pivots and which are the loose pivots? Demonstrate the correct and accurate use of measuring, marking out, cutting, joining and finishing skills and techniques. Children should develop their knowledge and skills by replicating one or more of the teaching aids. 	 Related learning in other subjects Mathematics – use the vocabulary of position, direction and movement. Use a ruler to measure to the nearest cm, half cm or mm. Spoken language – ask relevant questions to extend knowledge and understanding. Build their technical vocabulary. Art and design – use colour, pattern, line, shape.
		 Design, Make and Evaluate Assignment (DMEA) Develop a design brief with the children within a context which is authentic and meaningful. Discuss with children the purpose of the products they will be designing and making and who the products will be for. Ask the children to generate a range of ideas, encouraging creative responses. Agree on design criteria that can be used to guide the development and evaluation of the children's products. Using annotated sketches and prototypes, ask the children to develop, model and communicate their ideas. Ask the children to consider the main stages in making before assembling high quality products, drawing on the knowledge, understanding and skills learnt through IEAs and FTs. Evaluate the final products against the intended purpose and with the intended user, drawing on the design criteria previously agreed. 	 Related learning in other subjects Spoken language – ask relevant questions to extend knowledge and understanding. Build technical vocabulary. Consider and evaluate different viewpoints. Computing – digital graphics and text could be incorporated into final products as the background or moving parts. Art and design – use and develop drawing techniques. Use colour, pattern, line, shape.

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Possible resources

books and other products with lever and linkage mechanisms

lever and linkage teaching aids

card strips, card rectangles, paper, masking tape, paper fasteners, paper binders, stick glue

left/right handed scissors, cutting mats, card drill, finishing media and materials

Key vocabulary

mechanism, lever, linkage, pivot, slot, bridge, guide

system, input, process, output

linear, rotary, oscillating, reciprocating

user, purpose, function

prototype, design criteria, innovative, appealing, design brief

Cultural Capital			
Visits and visitors Mrs Hathaway	Experiences and events. Class trip linked to project Shadow puppet show – project outcome		
Key Texts Community events and links	Links https://www.data.org.uk/r esource-shop/primary/7- to-9-years/levers-and- linkages-poster-and- support-pack-yr3456/ https://www.data.org.uk/r esource-shop/primary/7- to-9-years/moving- history-book-levers-and- linkages/ Global issues		
Famous People Annie Katsura Rollins Prahlad Acharya	Life Skills Problem solving Perseverance Creativity		

