

	Year 3	DT		Provision Audit across the Year/Key Stage
	Autumn	Spring	Summer	
	<p>To design, make and paint a clay island.</p> <ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups. • Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. • Build structures, exploring how they can be made stronger, stiffer and more stable. 	<p>Create a Roman oil lamp with clay.</p> <ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • When designing and making, pupils should be taught to: <ul style="list-style-type: none"> • Design <ul style="list-style-type: none"> ▪ design purposeful, functional, appealing products for themselves and other users based on design criteria ▪ generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • Make <ul style="list-style-type: none"> ▪ select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing ▪ select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • Evaluate <ul style="list-style-type: none"> ▪ explore and evaluate a range of existing products ▪ evaluate their ideas and products against design criteria • Technical knowledge <ul style="list-style-type: none"> ▪ build structures, exploring how they can be made stronger, stiffer and more stable ▪ explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.

