

Trinity 3.2		Year 3 Learning Program DESIGN TECHNOLOGY			Lamp Project	
Wk	Topic/Content	Objectives/Skills	Homework	Assessment	Success Criteria	Stretch & Challenge (Thirst for Learning)
1	<b>Theory:</b> CTP test	STP 3.2.3 Ecological and social footprint	Theory topic	Short tests and quizzes will be carried out in lessons alongside online tests using <a href="#">my dynamic learning</a>	<b>Designing Assessment: Grade 7 and above</b> <ul style="list-style-type: none"> <li>designs are interesting, varied, original and show lateral thinking (outside the box).</li> <li>accurate use of crating technique, accurate perspective, pen/pencil control, quality of rendering.</li> <li>information is relevant, concise, shows excellent understanding and is justified.</li> <li>ideas are realistic and workable, demonstrating knowledge and application of materials, components and processes.</li> </ul>	<b>Theory:</b> Using <a href="http://Technologystudent.com">Technologystudent.com</a> to learn about topics in more depth
	Designing and Making Principles ( <b>DMP</b> )	Students will learn how to develop design ideas through <b>modelling</b>				
2	<b>Theory:</b>	STP 3.2.4 Sources and origins of timbers and plastics	Theory topic			
	<b>DMP</b>	Students will learn how to develop design ideas through <b>modelling</b>				
3	<b>Theory:</b>	STP 3.2.5 stock forms types and sizes	Theory topic			
	<b>DMP</b>	Evaluation of model into a final solution				
4	<b>Theory:</b>	STP 3.2.7 Scales of production	Theory topic			
	<b>DMP</b>	Making				
5	<b>Theory:</b>	3.2.8 Specialist techniques and processes 3.2.9 Surface treatments and finishes	Theory topic			
	<b>DMP</b>	Making				