

# Learning Organiser: Textiles

Year Three



## Vocabulary

tie-dye  
shade  
technique  
solution  
applique  
realistic  
suitable  
accuracy



### What do we know?

- \*Know why felt is used to make a range of existing products including puppets.
- \* Know how to measure, mark out, cut and shape materials and components.
- \*Know that Designers and Makers use design criteria to develop ideas.



2. Research kite design. Where did they originate from and why? What is kite design like around the world?



3. Make a simple kite. Test fly it. Make adaptations so it flies even better.



4. Introduce tie-dying and the ways it is used in textile design. Test out methods to tie-dye t-shirts/socks and cotton swatches to fit your kite frame.

5. Make your dowel kite cross frame. Cut and pin tie-dyed fabric to fit. Stitch to securely join.

6. Decorate your kite adding a tail. Take it for a flight. Evaluate your kite. How does it fly? How does it look?

### Forever Facts



Know how to develop your own design criteria and use these to inform realistic ideas focusing on the needs of the user.

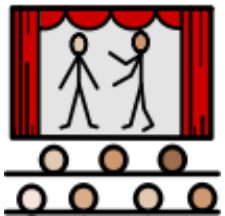
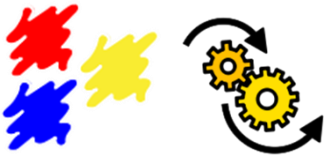


Know why materials, components, tools and equipment you have selected are suitable for the task.



Know that Designers and Makers use a wide range of materials and components and finishing techniques, showing some accuracy in yours.

### Big Ideas



Writing Opportunity/ies

Where will it go?

**Showcase**

Gifts for purchase at the Christmas Fayre

# Learning Organiser: **Cooking**

Year Three



## Vocabulary

forage  
boil  
suitable  
equipment  
seasonality  
rear  
processed

### What do we know?

\*Know that you can base new ideas for cooking on prior experience.

\* Know how to measure, prepare and combine ingredients.

\*Know why it is important to know where food comes from and what ingredients are in it.

2. How did people prepare food in the stone age? What tools, equipment and ingredients were available?

3. Cook like a stone age person using authentic preparation and cooking techniques.



4. Go foraging. (nettles, elderflower, berries, wild garlic). What ingredients can you collect? What can you make with them?



5. Make a seasonality food calendar. What are foods available when? Why is it important to 'eat the seasons'?

6. Work with Mel to make stew and focaccia for school dinners.

### Forever Facts

★ Know that chefs select suitable tools, equipment and ingredients.

★ Know why seasonality is important.

★ Know where and how a variety of ingredients are grown, reared, caught and processed.

### Big Ideas

Function



Texture

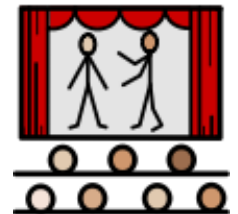


### Writing Opportunity/ies

### Where will it go?

#### Showcase

School Dinners: Stone Age Stew and focaccia  
Class Meal: Stone Age Soup and bread



# Learning Organiser: 3D Products Year Three



## Vocabulary

mechanical  
systems  
CAMS  
leisure  
industry  
electrical  
component  
equipment



## What do we know?

- \*Know that vehicle manufacturers select from and use a range of tools and equipment.
- \* Know how to explore and use mechanisms (wheels and axels) to make products.
- \*Know why it is important to evaluate products against design criteria.



2. Present project requirements: Design new playground equipment for the school/local park or design a fun fair for the Summer Fayre. Generate ideas. What would be safe, fun and last well?

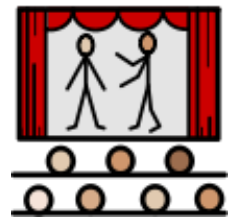
3. Who makes playground/fun fair equipment? How does it move? How do they make sure it is safe?

4. Share and clarify ideas through discussion. Explore construction kits (K'nex/mobilo/ technic lego) to generate realistic ideas, focusing on the needs of the user.

5. Consider available materials. Plan your fairground ride. **Sequence** the main stages of making. How will it move?

6. Follow your plan to build your fairground ride. Follow each stage, step by step. Is it secure? Does it move well?

7. Demonstrate your fairground ride to Reception/Year One children. Explain how particular parts of works. What do they think?



## Big Ideas

Function



Design



## Forever Facts



Know that mechanical systems such as CAMS are used to make equipment move.



Know how to use a wider range of materials, including mechanical and electrical components.



Know why the leisure industry test their equipment to make sure it is safe to use.

## Writing Opportunity/ies

Making sequence

## Where will it go?

**Showcase**

Small world fairground exhibition.