

The King's Quest
Design and construct a castle

DT Theme:
(Structure unit)

Teaching focus:
Learning Lens: Structures
Class: Year 3

Previous Knowledge

Chairs (Y2)

Project Hook or 'Wow' memory

Complete a virtual tour of a castle

Learning Steps

Key Knowledge

Lesson 1: Features of a castle

I can identify different features of castles.
I can design my own castle.
I can label the features of my castle.
I can explain why a castle needs to be strong and stable

Lesson 2: Designing a castle

I know the features of a castle
I can add two design points to the Design Specification to appeal to the person/purpose of my castle
I can draw the design of my castle using 2D shapes, labelling: the 3D shapes that will create the features

Lesson 3: Nets and structure

I know that a net is what a 3D shape would look like if it were opened out flat
I can construct a range of 3D geometric shapes using a net by:
Cutting along the bold lines
Folding along the dotted lines
Keeping the tabs the correct size

Lesson 4: Building a castle

making neat 3D shapes using nets
-stacking shapes and recyclable materials to make the structures of my castle
-creating a castle base to secure my structures to
-adorning my castle with facades and other decorative features

Lesson 5 :Use the design criteria to assess the different structures. Record ideas.

Use the design criteria to assess the different structures. Record ideas.

Key skills

Designing a castle with key features to appeal to a specific person/purpose.

Drawing and labelling a castle design using 2D shapes

Constructing a range of 3D geometric shapes using nets

Making facades from a range of recycled materials

Key vocabulary

2D
Castle
Scoring
Stable
Strong

3d
Design
net
structure
stiff

Final outcome

.Create a 3d castle comprising of the main features of a castle.

