

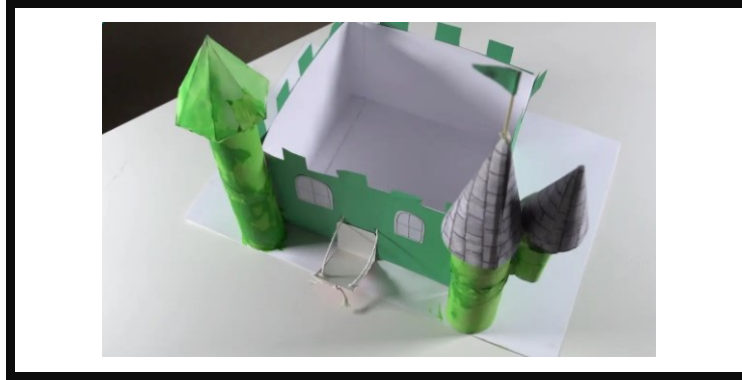
## DT

# Constructing a castle

## Year 3

### What I should already know

- Identify man-made and natural structures.
- Identify stable and unstable structural shapes.
- Contribute to discussions.
- Identify features that makes an object stable.
- How to make a model strong, stiff and stable.



### Sticky Knowledge

- To understand that wide and flat based objects are more stable.
- To understand the importance of strength and stiffness in structures.
- To know the following features of a castle: flags, towers, battlements, turrets, curtain walls, moat, draw-bridge and gatehouse - and their purpose.
- To know that a façade is the front of a structure.
- To understand that a castle needed to be strong and stable to withstand enemy attack.

### Technical skills

- Designing a castle with key features to appeal to a specific person/purpose.
- Drawing and labelling a castle design using 2D shapes.
- Designing and/or decorating a castle tower on CAD software.
- Constructing a range of 3D geometric shapes using nets.
- Creating special features for individual designs.
- Making facades from a range of recycled materials.
- Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design.
- Suggesting points for modification of the individual designs.

### Vocabulary

Façade	The front of a structure
Feature	A specific part of something
Net	A 2D flat shape that becomes a 3D shape when assembled
Scoring	Scratching a line with a sharp object into card to make the card easier to bend
Tab	The small tabs on a net that are bent and glued down to hold the shape together

