



Textiles

Year 3 Spring Term

Design Technology

What I already know?

- I can create an idea and plan it out
- I can explain why I have chosen certain materials for my product
- I know how to join materials in different ways

Stone Age People

Designer, creators, architects



Mesolithic Home:
These people were hunter gatherers. The family groups would have lived near rivers and lakes in houses made from animal skins spread over a bowl-shaped timber frame.



Neolithic Home:
The house was a long, narrow timber dwelling built by the first farmers in Europe.



Skara Brae:
These houses were made of stacked stone slabs, built into midden, mounds made of waste material like animal bones and bits of rubbish.

Vocabulary

Wattle and daub	A material traditionally used in building walls, consisting of interwoven sticks and twigs covered with mud or clay.
3D model	A three dimensional structure to represent an object
Timber-frame	A wooden structure frame usually for a house
Attach/fix	Fasten something securely in a particular place of position
Shape	The external form, contours, or outline of something
Tools	a device held in the hand, used to carry out a particular function or making of something
Clay	a sticky fine-grained earth that can be moulded when wet, and is dried and baked to make bricks, pottery, and ceramics.

Key Knowledge

To be able to design a Stone Age house model showing my understand of its purpose and requirements

Use drawings to draw and label my design in order to create a final outcome

Use appropriate materials and techniques to create a 3D Stone Age house model following the criteria



Connecting Concepts

Design:
function, inspiration, innovation



I will use the designer to inspire me to create my own replica Stone Age house

Practical Knowledge



I will use my practical knowledge to experiment with how to make a successful and purposeful structure