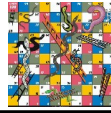


PLAY THE GAME!



Year 3
TERM: Autumn 2 2023

Rationale/Hook:

Mrs McCarthy has set us a challenge to design some new magnetic board games for Year 3 wet play times. Due to limited space, these need to be able to be folded away by creating a hinge and strengthened to ensure they do not get broken. Thinking carefully about purpose, function, appearance and innovation, will the Year 3 children succeed and become budding young designers?

Lead Subject: DT

Children will be learning these skills of design:

- Evaluating existing board games
- Making a prototype
- Improving and altering designs based on feedback
- Reinforcing a board
- Hinging a board
- Measuring accurately
- Evaluating the design process

Lead Subject: English

After designing and creating their own board game, the children will have to write clear and concise instructions to inform their peers about the rules and purpose of the game. We will be looking at existing game instructions and looking at how bullet points and sub-headings play an important role in the layout and presentation of the instructions. Imperative verbs will act as a way to ensure the rules are precise and detailed too.



Lead Subject: Science

During science we will be learning all about magnetism.

This will include investigating magnetic materials and how magnets either attract or repel each other. We will use this knowledge in our magnetic board games.



Applied Subject: Maths

We will be using our measuring skills, including conversion of cm to mm when designing and creating our games.

School Values: Resilience and Kindness

The children will be working in pairs during this project. We will be discussing the concept of compromise and effective listening skills.

Applied Subject: Computing

We will be using the laptops to create titles for our board games using WordArt. We will also be using the Boogie Bot app on iPads.



Maths

During our maths sessions we will be furthering our understanding of addition, looking at mental maths strategies to cross the tens and hundreds boundaries, before learning the column method.

Outcome

The children will be inviting a friend from their class to come and play their newly designed games in an afternoon of fun!



Home learning

We will be asking the children to evaluate a board game and write an explanation as to why they like it.



Discrete—PE Yoga and invasion games

Discrete—PDL
Valuing difference

Discrete—French
Animals and Christmas

Discrete—RE
Continuing Diwali