

Year 3 Medium Term Planning for the Learning Challenge Curriculum

Term: Summer DT Project: Pulley Cranes

Previous Learning Using sliders to create a moving picture (simple lever mechanism) and creating a wheeled axel by combining and strengthening materials.	New Knowledge /Consolidation Building on mechanisms to look at lifting rather than moving items/content.	End of Project Outcome To create a simple crane that distributes the weight it lifts using a fixed pulley mechanism.	Environmental Links Discuss use of recycling to create "junk models". Consider materials used and their green credentials.	Explore the development of the crane from vertical fixed devices to the development of pivoting cranes and the impact of the industrial revolution (through the work of William Armstrong).	Project Vocabulary Plan, choose/select investigate & decide Explore & compare design equipment & tools build, cut, construct & make review/evaluate & improve arrange, assemble & attach mechanism & movement direction Connection
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Section	Lesson	Key Skills	Learning Objective & Activity
Explore	1	 Evaluate products considering function and suitability for the user. Identify mechanisms used in products. Understand & explore how pulleys function (mechanical components). 	To investigate how pulleys, work and how they are used to support different jobs/activities. Use internet services to investigate how pulleys are used in the "real world". How are they suitable to the jobs & users they are designed for? Pass around K'Nex ship model to investigate how a double pulley is used to distribute weight. PowerPoint used to consolidate how pulleys are applied in different ways (both modern application and historical).
Plan	2	 Create detailed sketches with labels. Plan out steps for making a product. Understand material properties and their functions. 	To plan out which materials you will use to create a pulley crane, how you will combine them and where they will be positioned. Use a pre-prepared Seesaw template to list the materials used to create their crane. Consider how to combine, attach & position these materials to create a pulley and winch (including how to strengthen). As a class, discuss the steps we will need to follow.

Evaluate	5	 Test products to see if they work as intended. Identify strengths and improvements. 	Evaluate how well the crane worked & changes they made & would make.
			Test the suitability of design choices at each stage and alter in necessary (with reference to the design criteria and planning).
			Consider & revisit how to strengthen both the base and mechanism (e.g. layering materials, adding tape, combining different materials, cladding, rendering).
			Insert reusable pulley wheel and fix in place using milk tops.
			Create a winch (by either threading string along the length of the cross bar or through the middle).
			Add pillars using tech card and strengthen using appropriate materials and methods (e.g. wrapping tape, attaching splints or cross bars, folding).
			Use appropriate tools (screwdriver and/or compass, pliers, scissors) to create a bar for the pulley and winch using kebab sticks.
			 Through the end Through a hole in the middle.
		 Measure, mark, and shape materials with increasing accuracy. Strengthen 2D products using cladding and rendering. Create a simple fixed pulley. 	Work in pairs to prepare the base of the crane by shaping an appropriate piece of packaging (i.e. cracker box). Work as a class to create a winch – exploring different ways to attach the string to the straw:
Make	3 & 4	Assemble, join, and combine materials accurately.	Use text boxes to explain how to strengthen the techcard pillars (e.g. wrapping tape, folding, attaching splints) and which size pulley they will use. Discuss how to measure if the crane is a success and create a class list for "What my crane will need" & "What my crane needs to do". Details to be added to Seesaw template. Add a description of how the pulley will function (linked to "What my crane needs to do"). To combine materials to create a winch & pulley

		Begin to compare the final product with the design brief.	Test the crane using a given weight (100g from maths resources) and indicate if the model created was fit for purpose (tick box in Seesaw template).
			Revisit planning and outline any changes they were made from the design and why then consider how the crane could be improved – what changes would be made.
Explore	5	Begin to appreciate how products have evolved over time.	To appreciate how crane design has changed over time. Watch Evolution of Cranes – Cranes from 3000BC to Present - https://www.youtube.com/watch?v=kinrJXi2-1s . Discuss the following: How the Ancient Greeks adapted the Egyptian shaduf, adding a pulley to move stones; the Romans added treadmills to lift larger weights, how different forms of treadmill (water, animal) were used in the Middle Ages & how William Armstrong incorporated hydraulics during the Industrial Revolution.

Substantive Knowledge	Disciplinary Knowledge