

Year 3 Project overview— Ground Force

Big Idea: What makes a calm garden?

In this journey, children will design to improve the school environment to create a calming garden within the grounds .

HOOK: The children will be introduced to the book 'The Flower' by John Light and explore the main character Brigg who brings colour and joy into a dark and gloomy world. They begin to unpick the question 'What brings us joy?' and apply this to the school environment.

OUTCOME: Children will invite the incoming year 3's to a garden party to unveil their sensory garden.

Applied Literacy:

Setting description - What makes a peaceful garden?

Letters - What we are doing and the purpose of our designs.

Instructions - How to care for and use our new environment

Applied Mathematics:

Measurement - measure the area of space available to them to complete their design.

Pupil Premium Curriculum Enhancement:

Throughout the year children will have the opportunity to work alongside an expert garden to improve and maintain the grounds.

Design and Technology: Key Concept: Evaluate

The children will be given the design brief to create a calm space within the school grounds. Through other subject areas they will research the information they need to design and create this area. At each stage they will evaluate their learning bringing back to the big idea: **What makes a calm garden?**

PSHE: Key Concept: Regulation

Big Idea: What is calm?

Science: Key Concept: Living Things and Rocks

In the first part of our science journey children will learn what soil is made from and what makes nutritious soil. They will then sample and observe soil within our grounds to test whether it is nutritious for plant growth. Reflecting on the question: **Do we have nutritious soil?**

Later in the year they will investigate the best conditions a seed needs to germinate and the different ways in which the seed is dispersed

Living Things - Big Question: What makes a plant healthy?

SMSC and Learning Values:

To care and To collaborate

Social - Working together to create a calm zone for our school community.

Community links/ Enterprise/ Experiences:

Trip to Hawthorns to explore sensory gardens.

Expert to talk about gardening

What I already know...

How to annotate a design with labels (Yr2)

Create a 3 angled-view for a specific product (Yr3 - Let It Shine)

To recognise how I would improve a design (Yr2)

To use personal experience to create a juice. (Yr3 - Healthy Me!)

Key Vocabulary:

design brief

specification

aesthetics

Final design

Evaluate

Ground Force

Big Idea: What is a calm garden?



In this design and technology project I will design to improve the school environment to create a calming garden within the grounds.

I will learn...

How to use **research** and a **specification** to inform my **design** ideas.

To create **initial designs** which include **aesthetics**

How to include a **birds eye view** into my **final design**

to **evaluate** how well the improvements in the grounds match my **final design**.

Our Personal Skills:

