DT – 3D Tudor House (Year 2)

Outcome: To create a strong 3D Tudor House.

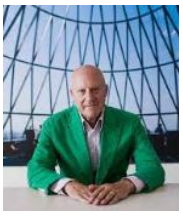
Ideas and inspiration:

History – The Great Fire of London





Norman Foster – Architect of The Gherkin





Completed 3D Tudor House



Vocabulary:

design	to think how to make your house
make	to work to build your house
evaluate	to find the things that went well and not so well
join	to make two parts stay together
strong	not breaking easily
test	to check how strong your house is

Developing Knowledge and Skills

Knowledge:	Below	Just at	At	Above
To discuss and explore the architect Norman Foster				
To understand how Norman Foster helped develop and shape modern day architecture by designing The Gherkin				
Design:	**Below**	**Just at**	**At**	**Above**
To plan and model simple ideas for a three-dimensional Tudor House				
To select a range of appropriate materials to represent a Tudor House				
To design a purposeful house and communicate ideas				
Make:	**Below**	**Just at**	**At**	**Above**
To select and use a range of tools and equipment to cut, shape, strengthen and join a structure				
To know how to make a freestanding three-dimensional structure stronger				
Evaluate:	**Below**	**Just at**	**At**	**Above**
To explore and evaluate the design and make process through discussions				
To make suggestions for future improvements				

The best bit about my Tudor House was_____

_____

My Tudor House would have been even better if _____

_____

What have I learnt?

_____

_____