Year 3- Spring 1

DT: Digital World:- 'Electronic Charm' assessment record

Lesson 1, To understand the impact of the digital revolution in the world of (D&T) product design

- Can children identify some key product developments that occurred as a result of the digital revolution?
- Can children analyse and evaluate an existing product
- Can children problem solve by suggesting potential features on the Micro: bit and justify their ideas?

Children working towards	Children exceeding

Lesson 2, To write a program to initiate a flashing LED panel after button press and/or automatically initiate using the Micro: bit light sensing, as part of an eCharm

- Can children write a program to control (button press) and/or monitor (sense light) to initiate a flashing LED algorithm?
- Do children understand what a loop is in programming?
- Can children explain the basic functionality of my eCharm program?

Children working towards	Children exceeding

Lesson 3, To create and decorate a foam pouch for the eCharm, using a template

Key assessment questions:

- Can children identify the key features of a pouch?
- Can children develop design ideas for a technology pouch?
- Can children use a template when cutting and assembling the pouch?

Children working towards	Children exceeding

<u>Lesson 4, To design a display badge and/or stand using CAD (computer-aided design) software for an eCharm product</u>

<u>Key assessment questions:</u>

- Can children draw and manipulate 2D shapes, using computer-aided design, to produce a point of sale badge?
- Do children understand what is meant by 'point of sale display'?
- Can children follow a list of design requirements?

Children working towards	Children exceeding