

Year 3 - Spring

DT

Topic:

Making Photograph Frames

Links to other Year Groups:

Key Vocabulary:

Compare/Comparison: estimate, measure or note the similarity or dissimilarity between things.

Criteria: a principle or standard by which something may be judged or decided.

Stable/stability: not likely to give way or overturn, firmly fixed

Pattern/template: a model used as a guide / a shaped piece of rigid material used a pattern

Free Standing: not attached to or supported by another structure; not relying on or linked to anything else, independent

Strength: the capacity of an object or substance to withstand great force or pressure

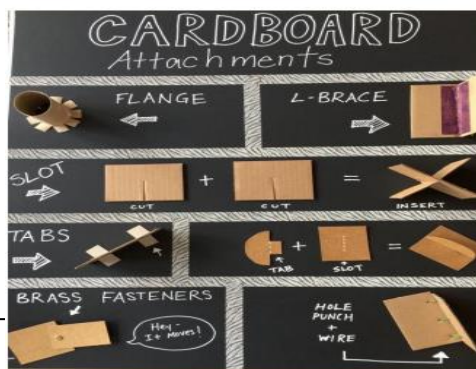
Fabrication: the action or process of manufacturing or inventing something

Decorative finishes: accents & effects that produce a distinctive look

Landscape: horizontal in stature

Portrait: vertical in stature

Real World Examples:



Other information:

- One of the earliest physical frames dates back to AD 50-70
- The wooden frame and the portrait within were found in an Egyptian tomb and were almost perfectly preserved
- The twelfth and thirteenth centuries brought about the hand-carved, wooden frames that we recognise today

Constructional Diagrams / Equipment Information:

- Best ways to cut cardboard (should not use scissors), use a craft knife (best for small cuts and detailed work).
- First, trace out with a pencil, score with a craft knife and repeat, cutting a little deeper each time until you cut through.
- Best for thicker cardboard / large cuts: a mini-hacksaw/reciprocating saw – use as wood. Long even strokes, same pressure
- Best glue – not any glue; hot glue – sticks almost any card, but terrible to use if you want to paint. Hot glue is also good for filling gaps.
- For good joints, put a long line of glue on and press together, running the tip of the glue gun along both sides of the joint
- Elmer's Glue – best for small parts that will need painting but not good for edge joints
- Glue Stick – best for thin card and paper – not most effective.
- Always use a base coat for painting

Key Skills:

- Observe, explore & generate ideas; define & pose Qs in order to develop products.
- Evaluate existing products & designs; create a prototype, make improvements, create end-product & evaluate
- Identify needs of the end user by asking Qs about what the key function(s) is/are of the photo frame
- Apply practical skills to inform design
- Take into account users and purposes
- Become familiar with design specifications
- Identify qualities of a range of materials, thinking about suitability & aesthetic qualities
- Make a pattern to see how the design fits together
- Join materials together
- Use decorative finishes