

Curriculum overview

We will learn about structures, explore the key features of castles, and develop our understanding of how to construct a 3D structure from a 2D net. We will use these skills to design and create our own model castles.

Key vocabulary

3D	Solid objects with 3 dimensions, such as cube, oblong and sphere.
structure	Something which stands, usually on its own.
facade	The front of a structure
net	A 2D flat shape that can become a 3D shape once assembled.
scoring	Scratching a line with a sharp object into card to make the card easier to bend.
tab	The small tabs on the net template that are bent and glued down to hold the shape together.
stable	An object which is strong and would not easily fall over.

Our topic is...



Constructing a castle

Sticky knowledge

A stable structure is one which is firmly fixed and unlikely to change or move.

Wide and flat based objects are more stable.

A façade is the front of a structure.

Castles have turrets, towers, battlements, moats, gatehouses and drawbridges.

A turret is a small tower that extends above a building.

Battlements were the series of raised sections with gaps between them running along the top of castle walls.

The gaps of battlements are crenels. The raised parts are merlons.

Tabs and nets allow a 2D design to be transformed into a 3D shape.

3D shapes

cuboid cube sphere cylinder cone

**Basic
3D
Shapes**



Castles

Castles can have lots of features such as towers, turrets, battlements, moats, gatehouses, curtain walls, drawbridges and flags.

- Tower – cylinder
- Turrets – cylinder
- Gatehouse – cube



