

PLAY THE GAME!



Year 3

TERM: Spring 1 and 2 2026

Rationale/Hook:

Ms Newman has set us a challenge to design some new magnetic board games for Year 3 wet play times. Due to limited space, these need to be able to be folded away by creating a hinge and strengthened to ensure they do not get broken. We will begin the project by playing and evaluating existing board games before designing and making our own. Thinking carefully about purpose, function, appearance and innovation, will the Year 3 children succeed and become budding young designers?

Lead Subject: DT

Children will be learning these skills of design:

- Evaluating existing board games
- Making a prototype
- Improving and altering designs based on feedback
- Reinforcing a board
- Hinging a board
- Measuring accurately
- Evaluating the design process

Lead Subject: English

After designing and creating their own board game, the children will have to write clear and concise instructions to inform their peers about the rules and purpose of the game. We will be looking at existing game instructions and looking at how bullet points and sub-headings play an important role in the layout and presentation of the instructions. Imperative verbs will act as a way to ensure the rules are precise and detailed too.



Lead Subject: Science

During science we will be learning all about magnetism.

This will include investigating magnetic materials and how magnets either attract or repel each other. We will use this knowledge in our magnetic board games.



Applied Subject: Maths

We will be using our measuring skills, including conversion of cm to mm when designing and creating our games.

School Values: Resilience and Kindness

The children will be working in pairs during this project. We will be discussing the concept of compromise and effective listening skills.

Applied Subject: Computing

We will learn to use Google Docs to create a document and insert a photo to design and make a cover for our board games.

Maths

During our maths sessions we will be furthering our understanding of multiplication and division knowledge. This will include problem solving and recognising the relationships between different times tables.

Outcome

The children will be inviting a friend from their class to come and play their newly designed games in an afternoon of fun!



Home learning

We would like you to play some games at home and let us know if you enjoy them. We will send home an evaluation sheet for you to complete about one game. More to follow.



Discrete—PE

Gymnastics and football

Discrete—PDL

Rights and respect

Discrete—French

Les instruments

Discrete—RE The

Cross as a symbol