

Key Learning in Design and Technology: Year 3

Design				Make				Evaluate			
Autumn				Spring				Summer			
Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms
				Topic: Iron Man End Product: (Mechanical Systems – levers and linkages) Making a model of the Iron man with moving parts. Objective and skills: <ul style="list-style-type: none"> Use mechanical systems such as gears, pulleys, levers and linkages. Use lolly sticks/card to make levers and linkages. Use linkages to make movement larger or more varied. 				Topic: What the Romans did for us End Product: (Food) Create a balanced meal for an athlete. Objective and skills: <ul style="list-style-type: none"> Develop sensory vocabulary/knowledge using, smell, taste, texture and feel. Analyse the taste, texture, smell and appearance of a range of foods (predominantly savoury). Follow instructions. Make healthy eating choices – use the <i>Eatwell plate</i>. Join and combine a range of ingredients. Explore seasonality of vegetables and fruit. Find out which fruit and vegetables are grown in countries/continents studied in Geography. Develop understanding of how meat/fish are reared/caught. 			
				Resources: Different sized and shaped cardboard boxes Lollipop sticks Foil Syringes Variety of fastening materials				Resources: Eatwell plate poster Variety of healthy foods Safety knives Chopping boards Ovens			

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