

## Key Learning in Design and Technology: Year 3

Design				Make				Evaluate			
<ul style="list-style-type: none"> <li>Develop more than one design or adaptation of an initial design.</li> <li>Plan a sequence of actions to make a product.</li> <li>Record the plan by drawing using annotated sketches.</li> <li>Begin to use cross-sectional and exploded diagrams.</li> <li>Use prototypes to develop and share ideas.</li> <li>Think ahead about the order of their work and decide upon tools and materials.</li> <li>Propose realistic suggestions as to how they can achieve their design ideas.</li> <li>Consider aesthetic qualities of materials chosen.</li> <li>Use CAD where appropriate.</li> </ul>				<ul style="list-style-type: none"> <li>Prepare pattern pieces as templates for their design.</li> <li>Cut slots.</li> <li>Cut internal shapes.</li> <li>Select from a range of tools for cutting shaping joining and finishing.</li> <li>Use tools with accuracy.</li> <li>Select from techniques for different parts of the process.</li> <li>Select from materials according to their functional properties.</li> <li>Plan the stages of the making process.</li> <li>Use appropriate finishing techniques.</li> </ul>				<ul style="list-style-type: none"> <li>Investigate similar products to the one to be made to give starting points for a design.</li> <li>Draw/sketch products to help analyse and understand how products are made.</li> <li>Research needs of user.</li> <li>Identify the strengths and weaknesses of their design ideas in relation to purpose/user.</li> <li>Decide which design idea to develop.</li> <li>Consider and explain how the finished product could be improved.</li> <li>Discuss how well the finished product meets the design criteria of the user.</li> <li>Investigate key events and individuals in Design and Technology.</li> </ul>			
Autumn				Spring				Summer			
Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms
				<b>Topic:</b> Iron Man <b>End Product:</b> (Mechanical Systems – levers and linkages) Making a model of the Iron man with moving parts. <b>Objective and skills:</b> <ul style="list-style-type: none"> <li>Use mechanical systems such as gears, pulleys, levers and linkages.</li> <li>Use lolly sticks/card to make levers and linkages.</li> <li>Use linkages to make movement larger or more varied.</li> </ul>				<b>Topic:</b> What the Romans did for us <b>End Product:</b> (Food) Create a balanced meal for an athlete. <b>Objective and skills:</b> <ul style="list-style-type: none"> <li>Develop sensory vocabulary/knowledge using, smell, taste, texture and feel.</li> <li>Analyse the taste, texture, smell and appearance of a range of foods (predominantly savoury).</li> <li>Follow instructions.</li> <li>Make healthy eating choices – use the <i>Eatwell plate</i>.</li> <li>Join and combine a range of ingredients.</li> <li>Explore seasonality of vegetables and fruit.</li> <li>Find out which fruit and vegetables are grown in countries/continents studied in Geography.</li> <li>Develop understanding of how meat/fish are reared/caught.</li> </ul>			
				<b>Resources:</b> Different sized and shaped cardboard boxes Lollipop sticks Foil Syringes Variety of fastening materials				<b>Resources:</b> Eatwell plate poster Variety of healthy foods Safety knives Chopping boards Ovens			

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