

Key Learning in Design and Technology: Year 4

Design				Make				Evaluate			
<ul style="list-style-type: none"> Develop more than one design or adaptation of an initial design. Plan a sequence of actions to make a product. Record the plan by drawing using annotated sketches. Begin to use cross-sectional and exploded diagrams. Use prototypes to develop and share ideas. Think ahead about the order of their work and decide upon tools and materials. Propose realistic suggestions as to how they can achieve their design ideas. Consider aesthetic qualities of materials chosen. Use CAD where appropriate. 				<ul style="list-style-type: none"> Prepare pattern pieces as templates for their design. Cut slots. Cut internal shapes. Select from a range of tools for cutting shaping joining and finishing. Use tools with accuracy. Select from techniques for different parts of the process. Select from materials according to their functional properties. Plan the stages of the making process. Use appropriate finishing techniques. 				<ul style="list-style-type: none"> Investigate similar products to the one to be made to give starting points for a design. Draw/sketch products to help analyse and understand how products are made. Research needs of user. Identify the strengths and weaknesses of their design ideas in relation to purpose/user. Decide which design idea to develop. Consider and explain how the finished product could be improved. Discuss how well the finished product meets the design criteria of the user. Investigate key events and individuals in Design and Technology. 			
Autumn				Spring				Summer			
Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms
Topic: The Tudors End Product: (ICT and electrical systems – control and electrical components) Design and make a game incorporating a simple circuit. Objective and skills: <ul style="list-style-type: none"> Develop vocabulary related to the project. Incorporate a circuit into a model. Use electrical systems such as switches bulbs and buzzers. Use ICT to control products. Light houses 				Topic: Passport to Europe End Product: (Food) Create a savoury pasta bake. Objective and skills: <ul style="list-style-type: none"> Analyse the taste, texture, smell and appearance of a range of foods (predominantly savoury). Follow instructions/recipes. Join and combine a range of ingredients. Develop understanding of how meat/fish are reared/caught. 							
Resources: Bulbs Wires Batteries Battery holders Card Variety fastening materials, eg sellotape				Resources: Range of appropriate vegetables and meats Other appropriate ingredients Simple pasta bake recipe Appropriate cooking utensils Safe knives Chopping boards Ovens							