# PRIMARY SCHOOL

#### **Year 4 Design Technology Scheme of Work**

#### **Autumn – Seasonal Food and Healthy Eating (Food and Nutrition)**

#### **Learning Outcomes -**

- I can research the benefits of eating a balanced diet.
- I can recognise why a healthy diet is important.
- I can plan a recipe for stuffed peppers.
- I can design a healthy dish.
- I can make and evaluate stuffed peppers.
- I know how seasonal fruits in Britain are grown and processed.
- I know that food can be grown, caught, reared or processed.

#### Throughout the year

- Describe the purpose of their products
- Share and clarify ideas through discussion
- Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
- Explain their choice of tools and equipment in relation to the skills and techniques they will be using
- Explain their choice of materials and components according to functional properties and aesthetic qualities
- Apply a range of finishing techniques, including those from art and design, with some accuracy
- Refer to their design criteria as they design and make
- Evaluation: Use their design criteria to evaluate their completed products and identify the strengths and areas for development in their ideas and products



Skills Design Make	Evaluate	Technical Knowledge – Food &	Vocabulary
<ul> <li>Show design meets a range of requirements</li> <li>Produce a plan and explain it to others - Say how realistic plan is.</li> <li>Include an annotated sketch</li> <li>Make and explain design decisions considering availability of resources</li> <li>Select suitable tools and equipment</li> <li>Select appropriate ingredients, fit for purpose; explain choice</li> <li>Work through plan in order.</li> <li>Realise if product is goin to be good quality</li> <li>Measure, cut and shape ingredients with some accuracy</li> <li>Assemble and combine ingredients with some accuracy</li> </ul>	criteria to evaluate product  Begin to explain how I could improve original design  Discuss by whom, when and where	<ul> <li>Explain how to be safe/hygienic</li> <li>Think about presenting product in interesting/ attractive ways</li> <li>Understand ingredients can be fresh, pre-cooked or processed</li> <li>Begin to understand about food being grown, reared or caught in the UK or wider world</li> <li>Describe eat well plate and how a healthy diet=variety / balance of food and drinks</li> <li>Explain importance of food and drink for active, healthy bodies</li> <li>Prepare and cook some dishes safely and hygienically</li> <li>Use some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking</li> </ul>	<ul> <li>Fruit</li> <li>Vegetables</li> <li>Ingredients</li> <li>Produce</li> <li>Eatwell plate</li> <li>Dairy</li> <li>Carbohydrates</li> <li>Protein</li> <li>Fats</li> <li>Fresh</li> <li>Combine</li> <li>Preparation</li> <li>Health</li> <li>Balanced diet</li> <li>Design</li> <li>Evaluate</li> <li>Research</li> </ul>

#### **Spring – Alarms (Electronics)**

#### **Learning Outcomes –**

- I can research what alarm systems are used for and how different types of switches are activated.
- I can investigate how to create circuits with a variety of different switches.
- I can design an alarm system for a particular purpose.

# PRIMARY SCHOOL & NURSERY

#### **Year 4 Design Technology Scheme of Work**

- I can make an alarm system based on a design.
- I can evaluate a finished alarm system.

#### Throughout the year

- Describe the purpose of their products
- Share and clarify ideas through discussion
- Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
- Explain their choice of tools and equipment in relation to the skills and techniques they will be using
- Explain their choice of materials and components according to functional properties and aesthetic qualities
- Apply a range of finishing techniques, including those from art and design, with some accuracy
- Refer to their design criteria as they design and make
- Evaluation: Use their design criteria to evaluate their completed products and identify the strengths and areas for development in their ideas and products

	products					
Skills:	Design	Make	Evaluate	Technical Knowledge – Electronics	<u>Vocabulary</u>	
	<ul> <li>Show design meets a range of requirements and is fit for purpose</li> <li>Begin to create own design criteria</li> <li>Have at least one idea about how to create product</li> <li>Produce a plan and explain it to others Say how realistic plan is.</li> </ul>	<ul> <li>Select suitable tools and equipment, explain choices in relation to required techniques and use accurately</li> <li>Select appropriate materials, fit for purpose; explain choices</li> <li>Work through plan in order.</li> <li>Assemble, join and combine materials and components with some accuracy</li> </ul>	<ul> <li>Refer to design criteria to evaluate product</li> <li>Begin to explain how I could improve original design</li> <li>Evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been</li> </ul>	Use simple circuit in product Use number of components in circuit	<ul> <li>➢ Circuit</li> <li>➢ Alarm</li> <li>➢ Negative</li> <li>➢ Positive</li> <li>➢ Connect</li> <li>➢ Wire</li> <li>➢ Sound</li> <li>➢ Power Source</li> <li>➢ Control</li> <li>➢ Push-to-make</li> <li>➢ Push-to-break</li> <li>➢ Design</li> <li>➢ Evaluate</li> </ul>	



Include an	made, fit for	> Research
annotated sketch	purpose	
Make and explain	Discuss by whom,	
design decisions	when and where	
considering	products were	
availability of	designed	
resources	Research whether	
Explain how	products can be	
product will work	recycled or reused	
Make a prototype	Know about some	
Begin to use	inventors/designers/	
computers to show	engineers/chefs/ma	
design.	nufacturers of	
	ground-breaking	
	products	

#### **Summer – Aqueducts (Structures)**

#### **Learning Outcomes –**

- I can research and explore the purpose, function and design of Aqueducts.
- I can explore different materials for structure, strength, durability and water resistance and how they can be combined.
- I can design and label an aqueduct, thinking about the form it will take and how it will work.
- I can construct the final product, test its function and revaluate its efficiency.
- I can evaluate the prototype and consider materials for the final product
- I can use mathematical skills to measure and scale

#### Throughout the year

- Describe the purpose of their products
- Share and clarify ideas through discussion



- Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
- Explain their choice of tools and equipment in relation to the skills and techniques they will be using
- Explain their choice of materials and components according to functional properties and aesthetic qualities
- · Apply a range of finishing techniques, including those from art and design, with some accuracy
- Refer to their design criteria as they design and make
- Evaluation: Use their design criteria to evaluate their completed products and identify the strengths and areas for development in their ideas and products

elect suitable tools and equipment, explain choices	Refer to design     with right to evaluate	Technical Knowledge – Structures     Measure carefully to avoid	Vocabulary  ➤ Water bridge
quipment, explain choices	· ·	Measure carefully to avoid	Water bridge
n relation to required echniques and use ccurately elect appropriate materials,	criteria to evaluate product  • Begin to explain how I could improve original design	<ul> <li>mistakes</li> <li>Attempt to make product strong</li> <li>Continue working on product even if original didn't work</li> <li>Make a strong, stiff structure</li> </ul>	<ul> <li>Sanitation</li> <li>Waterway</li> <li>Engineering</li> <li>Arches</li> <li>Romans</li> </ul>
it for purpose; explain hoices Vork through plan in order. Measure, mark out, cut and hape naterials/components with ome accuracy assemble, join and combine naterials and components with some accuracy	<ul> <li>Evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose</li> <li>Discuss by whom, when and where products were designed</li> <li>Know about some inventors/designers/engineers/chefs/man</li> </ul>		<ul> <li>Function</li> <li>Arcade</li> <li>Construction</li> <li>Design</li> <li>Evaluate</li> <li>Research</li> </ul>
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availability of	ufacturers of ground-	
resources	breaking products	
Make a prototype		