

Y3/4

In design and technology we will learn to:

Master Practical Skill

This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed

Food

- Prepare ingredients hygienically using appropriate utensils.
- • Measure ingredients to the nearest gram accurately.
- • Follow a recipe.
- • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).

Materials

- Cut materials accurately and safely by selecting appropriate tools.
- Measure and mark out to the nearest millimetre.
- Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).
- Select appropriate joining techniques.

Textiles

- Understand the need for a seam allowance.
- Join textiles with appropriate stitching.
- Select the most appropriate techniques to decorate textiles.

Electricals and Electronics

- Create series circuits

Computing

- Control and monitor models using software designed for this purpose.

Construction

- Choose suitable techniques to construct products or to repair items.
- • Strengthen materials using suitable techniques.

Mechanics

Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).

Design, Make, Evaluate and Improve

This concept involves developing the process of design thinking and seeing design as a process.

- Design with purpose by identifying opportunities to design.
- Make products by working efficiently (such as by carefully selecting materials).
- Refine work and techniques as work progresses, continually evaluating the product design.
- Use software to design and represent product designs.

Take Inspiration from design through history

This concept involves appreciating the design process that has influenced the products we use in everyday life.

- Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.
- Improve upon existing designs, giving reasons for choices.
- Disassemble products to understand how they work.