Design & Technology CURRICULUM – YEAR 3 & 4

THEME	Year 3	Year 4
Design	To generate ideas and recognise that designs have to meet a range of different needs To make realistic plans to achieve aims To think ahead about the order of work, choose appropriate tools, equipment, materials, components and techniques To clarify ideas using labelled sketches and models to communicate details of the design	To generate ideas by collecting and using information To take the views of users into account when designing their products To begin to use step by step plans To communicate alternative ideas using words, labelled sketches and models showing that they are aware of the constraints of their design
Make	To select the most appropriate tools and techniques to make my product To come up with solutions to problems as they happen To make a product that uses both electrical and mechanical components To ensure the product is finished well To use appropriate mouldable materials suitable for the product To shape the product carefully using appropriate techniques and tools To apply texture or design to the product	To choose components that can be controlled by switches or by ICT equipment To improve product after testing To ensure the product is well finished in a way that appeals To use scoring and folding to shape materials accurately To make holes accurately To make cuts accurately and reject pieces that are not accurate To make sure methods of working are precise

		To select appropriate textiles for my product To use scissors accurately	
Evaluate		To reflect on work in relation to intended use (and users) and identify improvements needed To carry out appropriate tests first To recognise quality depends on how something is made and if it meets its intended use To evaluate products and suggest improvements	To reflect on their designs and develop them To identify what is working well and what can be improved
Technical Knowledge		To describe the qualities of the material and say why it will be the most suitable choice To join materials to make products using both permanent and temporary fixings To combine materials to add strength and visual appeal To apply mechanisms to create movement To combine a number of components well in my product To learn how mechanisms can be used to make things move in different ways, using a range of equipment, including ICT control programs	To ensure textile products include changes such as plaiting or weaving to create new products such as ropes, belts, bracelets and to strengthen structures To ensure joins are strong and stable, giving extra strength to products To ensure some joints are flexible to allow for dismantling or folding

Cooking and Nutrition	To understand that some ingredients are grown, harvested and processed	To understand that some ingredients are grown in different parts of the world
	That ingredients can be fresh, pre-cooked and processed	To understand that ingredients can be fresh, pre-cooked or processed
	To name and sort foods into the five groups in The Eatwell Plate	
		To understand the principles of a healthy, varied, balanced diet (that everyone should eat at least 5 portions of fruit and vegetables a day)
	To combine food ingredients according to their sensory characteristics	
	To use techniques such as weighing, measuring, mixing, kneading, combining and shaping	To adapt a recipe by adding or substituting ingredients
To prepare and cook a savoury dish safely and hygienically using a heat source
	To understand seasonality	
		To use techniques such as weighing, measuring, mixing, kneading, chopping, measuring, combining and shaping
	To prepare and cook safely and hygienically using a heat source	