




DESIGN TECHNOLOGY PROGRESSION IN SKILLS AND KNOWLEDGE
YEAR 3 STATUTORY REQUIREMENTS



AUTUMN	SPRING	SUMMER
<p>AUTUMN 2: DESIGN AND MAKE CONTAINERS TO HOLD A GIFT.</p> <p>DESIGN: <i>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</i></p> <ul style="list-style-type: none">-Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.-Prove that a design meets a set criteria.-Design a product and make sure that it looks attractive-Choose a material for both its suitability and its appearance <p>MAKE: <i>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</i></p> <ul style="list-style-type: none">-Follow a step-by-step plan, choosing the right equipment and materials-Select the most appropriate tools and techniques for a given task-Work accurately to measure, make cuts and make holes <p>EVALUATE: <i>Investigate and analyse a range of existing products</i></p> <ul style="list-style-type: none">-Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	<p>SPRING 2 MAKE AN EASTER CARD</p> <p>DESIGN: <i>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular persons or groups</i></p> <ul style="list-style-type: none">-Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.-Design a product and make sure that it looks attractive-Prove that a design meets a set criteria.-Choose a material for both its suitability and its appearance <p>MAKE: <i>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</i></p> <ul style="list-style-type: none">-Work accurately to measure, make cuts and make holes <p>EVALUATE: <i>Investigate and analyse a range of existing products</i></p> <ul style="list-style-type: none">-Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work-Understand how key events and individuals in design and technology have helped shape the world-Explain how to improve a finished model-Know why a model has, or has not, been successful <p>TECHNICAL KNOWLEDGE: <i>Build structures, exploring how they can be made stronger, stiffer and more stable</i></p>	



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<p><i>-Understand how key events and individuals in design and technology have helped shape the world</i></p> <ul style="list-style-type: none"> -Explain how to improve a finished model -Know why a model has, or has not, been successful 	<p><i>explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</i></p> <ul style="list-style-type: none"> -Know how to strengthen a product by stiffening a given part or reinforce a part of the structure <hr/> <p><u>FOOD TECHNOLOGY</u></p> <p><i>Understand and apply the principles of a healthy and varied diet</i></p> <p><i>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</i></p> <p><i>Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed</i></p> <p>DESIGN AND MAKE A HEALTHY SANDWICH (WARBURTONS WORKSHOP)</p> <ul style="list-style-type: none"> -Know how to be both hygienic and safe when using food -Describe how food ingredients come together -Weigh out ingredients and follow a given recipe to create a dish -Talk about which food is healthy and which food is not -Know when food is ready for harvesting -Cut food safely <hr style="border-top: 1px dashed black;"/> <p>SAVOURY QUICHE (COOKING IN THE CURRICULUM)</p>  <ul style="list-style-type: none"> -Describe how food ingredients come together -Weigh out ingredients and follow a given recipe to create a dish -Talk about which food is healthy and which food is not - know when food is ready for harvesting - Use equipment and utensils to prepare and combine ingredients to make a product. - Know how to be both hygienic and safe when using food 	
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Other specific skills: Sift, cut and slice, rub in, mix, roll out, grill, grate, bake.

KNOWLEDGE TO BE LEARNED BY THE END OF EACH UNIT (WHAT DO WE WANT THE CHILDREN TO KNOW AND REMEMBER?)

AUTUMN TERM	SPRING TERM	SUMMER TERM
<p><u>MAKE CONTAINERS TO HOLD A GIFT</u></p> <ul style="list-style-type: none">Know and understand the terms: design, functional, appealing, annotate, original, evaluate and productKnow other similar designs which have been created to hold somethingKnow that the design criteria are the explicit goals that a project must achieve in order to be successful.Know that the target audience is who the product is aimed at.Know that a prototype is an early sample, model, or release of a product built to test a concept or process to see if it meets the criteria.Know how to thread a needleKnow how to sew by either doing a running stitch or a blanket stitchKnow the meaning of the word evaluate	<p><u>DESIGN AND MAKE A MOVING EASTER CARD</u></p> <ul style="list-style-type: none">Know and understand the terms: design, functional, annotate, original, evaluate and productKnow the components needed to make a moving cardKnow that the design criteria are the explicit goals that a project must achieve in order to be successful.Know that the target audience is who the product is aimed at.Know that a prototype is an early sample, model, or release of a product built to test a concept or process to see if it meets the criteria.Know the meaning of the word evaluate <p><u>TECHNICAL KNOWLEDGE AND UNDERSTANDING</u></p> <ul style="list-style-type: none">Seasonality in relation to food products refers to the times of the year when a given food type is at its peak (best) either in terms of harvest or its flavour.A food source means a living plant, animal, bird or fish from which food is intended to be derived (harvesting, milking, slaughtering etc.). <p>Utensils refers to the items needed to make/eat food.</p>	



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Children working at below Age Related Expectations in DESIGN TECHNOLOGY at the end of Year 3: