

DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE

Year 3

Designing

- Research independently and generate some ideas before thinking about resources.
- Consider the purpose and audience for their product.
- Order the main stages of making a product, referring to purpose and establishing criteria for a successful outcome.
- Prove that a design meets the specification.
- Design a product and make sure that it meets the design criteria, including looking attractive (if needed).
- Draw annotated designs with labels that detail their material choices and the suitability of the given materials.
- Learn about inventors, designers, engineers, chefs and manufacturers who have developed groundbreaking products.
- Start to understand whether their product can be recycled or reused.
- When planning, explain their choices of materials and components, including function.
- Develop their ideas through drawings, making templates or mock-ups of their initial ideas using ICT (if needed).

Making

- 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, mark out, make cuts, score, make holes and assemble components more accurately.
- Start to work safely and accurately with a range of simple tools.
- Choose finishing techniques to improve the appearance of their product using a range of equipment, including ICT.
- Start to understand that mechanical systems (such as levers and linkages) enable movement.
- Start to think about their ideas as they make their product and be willing to make changes if they help them to improve their work.
- Start to measure, tape or pin, cut and join fabric with some accuracy.

DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE

Year 3 (continued)

Evaluating

- Explain how to improve a finished model.
- Know why a model has or has not been successful.
- Evaluate their product against their original design criteria (e.g. how well it meets its intended purpose).
- Begin to disassemble and evaluate familiar products and consider the views of others to improve them.
- Evaluate how the key designs of individuals in DT have helped shape the world.

Technical Knowledge

- Know how to strengthen a product by stiffening or reinforcing part of the structure.
- Use a simple IT program within the design.
- Create a product that incorporates a pulley mechanism.

Food Technology

- Describe how food ingredients come together.
- Weigh out ingredients and follow a given recipe to create a dish.
- Know when food is ready for harvesting.
- Demonstrate hygienic food preparation.
- Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.
- Begin to understand how to use a range of techniques, such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.
- Begin to know that to be active and healthy, food and drink are needed to provide energy and hydration for the body.