

# DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE

## Year 3

<b>Designing</b>	<ul style="list-style-type: none"><li>• Research independently and generate some ideas before thinking about resources.</li><li>• Consider the purpose and audience for their product.</li><li>• Order the main stages of making a product, referring to purpose and establishing criteria for a successful outcome.</li><li>• Prove that a design meets the specification.</li><li>• Design a product and make sure that it meets the design criteria, including looking attractive (if needed).</li><li>• Draw annotated designs with labels that detail their material choices and the suitability of the given materials.</li><li>• Learn about inventors, designers, engineers, chefs and manufacturers who have developed groundbreaking products.</li><li>• Start to understand whether their product can be recycled or reused.</li><li>• When planning, explain their choices of materials and components, including function.</li><li>• Develop their ideas through drawings, making templates or mock-ups of their initial ideas using ICT (if needed).</li></ul>
<b>Making</b>	<ul style="list-style-type: none"><li>• Follow a step-by-step plan, choosing the right equipment and materials.</li><li>• Select the most appropriate tools and techniques for a given task.</li><li>• Work accurately to measure, mark out, make cuts, score, make holes and assemble components more accurately.</li><li>• Start to work safely and accurately with a range of simple tools.</li><li>• Choose finishing techniques to improve the appearance of their product using a range of equipment, including ICT.</li><li>• Start to understand that mechanical systems (such as levers and linkages) enable movement.</li><li>• 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.</li><li>• Start to measure, tape or pin, cut and join fabric with some accuracy.</li></ul>

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## Year 3 (continued)

<b>Evaluating</b>	<ul style="list-style-type: none"><li>Explain how to improve a finished model.</li><li>Know why a model has or has not been successful.</li><li>Evaluate their product against their original design criteria (e.g. how well it meets its intended purpose).</li><li>Begin to disassemble and evaluate familiar products and consider the views of others to improve them.</li><li>Evaluate how the key designs of individuals in DT have helped shape the world.</li></ul>
<b>Technical Knowledge</b>	<ul style="list-style-type: none"><li>Know how to strengthen a product by stiffening or reinforcing part of the structure.</li><li>Use a simple IT program within the design.</li><li>Create a product that incorporates a pulley mechanism.</li></ul>
<b>Food Technology</b>	<ul style="list-style-type: none"><li>Describe how food ingredients come together.</li><li>Weigh out ingredients and follow a given recipe to create a dish.</li><li>Know when food is ready for harvesting.</li><li>Demonstrate hygienic food preparation.</li><li>Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.</li><li>Begin to understand how to use a range of techniques, such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</li><li>Begin to know that to be active and healthy, food and drink are needed to provide energy and hydration for the body.</li></ul>