DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE	
Year 4	
Designing	• Research as a matter of course before considering designing a product. • Use ideas from other people when designing, e.g. creating a mood board of existing products. • Confidently make labelled drawings from different views, showing specific features. • Produce a plan and explain the use of materials, equipment and processes. • Persevere and adapt work when original ideas do not work. • If the first attempt fails, identify strengths and future areas for development. • Communicate ideas through annotated sketches that show different viewpoints of the product. • Begin to be familiar with different inventors, designers, engineers, chefs and manufacturers who have developed groundbreaking products.
Making	• Know which tools to use for a particular task and show knowledge of handling the tool accurately and safely. • Know which material is likely to give the best outcome based on its properties. • Mark, measure and cut accurately a range of materials using appropriate tools, equipment and techniques. • Start to join and combine materials and components accurately in temporary and permanent ways. • Sew, weave or knit using a range of stitches. • Show high levels of perseverance when things do not go as they would wish in the first instance. • Start to understand that mechanical and electrical systems have an input, a process and an output. • Know how mechanical systems (such as pulleys or gears) enable movement. • Know how simple electrical circuits and components can enable the creation of functional products. • Understand how to reinforce and strengthen a 3D framework. • Begin to use finishing techniques to strengthen and improve the appearance of their product using a range of equipment, including ICT.

DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE	
Year 4 (continued)	
Evaluating	• Evaluate and suggest improvements to designs. • Evaluate products for both their purpose and appearance. • Evaluate their own and others' work. • Evaluate their product, carrying out appropriate tests. • Evaluate their product both during and at the end of the assignment. • Present a product in an interesting way. • Be able to disassemble and evaluate familiar products and consider the views of others to improve them.
Technical Knowledge	• Link scientific knowledge by using lights, switches or buzzers. • Use IT where appropriate to add to the quality of the product. • Create a product that incorporates at least one lever. • Use appropriate sewing techniques.
Food Technology	• Bring a creative element to the food product being designed. • Know which season various foods are available for harvesting. • Recognise safe practices in the kitchen and can identify hazards, e.g. when using an oven. • Know how to use a range of techniques, such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. • Know that to be active and healthy, food and drink are needed to provide energy and hydration for the body.