

Y3 Design and Technology

Design and Evaluate (DE)		Making (M)		Cookery and Nutrition (CN)
DE 1- I can design, including words, labelled sketches and models, recognising that designs have to meet a range of needs, including being fit for purpose.		M 1- Materials: I can cut materials accurately and safely by selecting appropriate tools.		CN1- I can prepare ingredients hygienically using appropriate utensils.
DE 2- I can make realistic plans, identifying processes, equipment and materials needed.		M 2- Materials I can select appropriate joining techniques (taping, gluing, hinges).		CN2- I can measure accurately.
DE3- I can use ICT software to create a labelled plan or design in detail.		M 3- Textiles I can select the most appropriate techniques to decorate textiles.		CN3- I can follow a recipe.
DE4- I can suggest improvements upon existing designs, giving reasons for choices.		M 4- Textiles I can join textiles with appropriate stitching (back or cross stitch).		CN4- I can describe what a balanced diet is.
DE 5- I can identify some of the great designers in all of the areas of study to generate ideas for designs.		M 5- Electricals and Electronics I can build models incorporating circuits with buzzers and bulbs.		CN5- I can identify food that comes from the UK and other countries in the world.
DE 6- I can refine work as it progresses, evaluating the end product design (taking the views of others into account).		M 6- Construction I can choose suitable techniques to construct products or repair items. M 7- Construction I can develop my cutting skills, using a junior hacksaw.		
		M 8- Mechanics I can create pulleys, levers and linkages.		
		M 9- I can monitor, evaluate, refine and improve my own models using software designed for this purpose.		
Autumn 1 The Stone Age Boy	Autumn 2 The Greatest Show	Spring 1 The Potteries	Spring 2 Ratatouille	Summer The Wild, Wild West
DE1 DE2 DE3 DE4 DE5 M1 M2	DE1 DE2 DE3 DE4 DE5 M3 M4 M8	DE1 DE2 DE3 DE4 DE5	DE1 CN1 DE2 CN2 DE3 CN3 DE4 CN4 DE5 CN5 M6 M7	DE1 CN1 DE2 DE3 DE4 DE5 DE6 M1 M2 M6 M9



Vocabulary

Designing, Evaluating, Making

Explore, object, product, construct, deconstruct, design, existing designs, identify, purpose, audience (intended user),
draw, sketch, label, computer software, select, tools, junior hacksaw, clamp,
materials, wood, card, paper, fabric, running stitch, back stitch, needle, thread, cotton, wheels, axles,
suggest, evaluate, clear purpose, discuss, share, improve, fit for purpose, adapt, refine, measure, cm, designers, circuits, buzzers, bulbs, wires, cells,
batteries

Cooking and Nutrition

Hygiene, safe, balanced diet, protein, dairy, oils, fats, carbohydrates, fat, sugar, salt, recipe, measure, scales, grams (g), kilograms (kg), utensils, knife, teaspoon, tablespoon,

cut, peel, grate, chop, food from around the world

l will know	l will know	l will know
 that 'fit for purpose' means that the product will do the job it is meant to do that my design needs to show my ideas clearly that I can suggest ways to improve a product both (such as to cut neater or to use a different colour) that I should ask the opinions of others about my product how to stay safe when cutting materials and why this is important ways of joining materials together (such as with glue, tape or making a hinge) two different types of sewing stitch (such as running stitch and a cross stitch) which is the best stitch for joining two pieces of fabric together what pulleys, levers and linkages are how pulleys, levers and linkages are used 	 what software I can use when I am designing why my design needs to be clear to myself and other people which tools and materials are suitable for what I am going to make how to stay safe when cutting wood with a junior hacksaw and why this is important how to secure wood when cutting it (using a clamp) why I must wash my hands before working with food how to follow a recipe why it is important to follow a recipe why a balanced diet is important what a balanced diet is the names of some foods that comes from the UK and abroad 	 why different ways of designing are better suited to different projects that I need improve my work as I am making it (such as recut a material so it is neater) why I have chosen the improvements I have made to my design how to improve my work based on the opinions of others the names of some great designers and what they have designed a range of cutting techniques and when they should be used (such as using scissors for paper or a junior hacksaw for soft wood) what techniques I can use when creating my design which joining technique will be best for my design (using glue, tape or a hinge) how to use software to evaluate and improve my design