

Lower Key Stage 2

Design & Technology



| | Food | Textiles | Structures | Mechanical and Electrical Systems and ICT |
|---|--|---|--|---|
| Year 3 | <ul style="list-style-type: none"> To know how to follow instructions and/or recipes. To know how to make healthy eating choices – using the Eatwell plate. To know how to join and combine a range of ingredients. | | <ul style="list-style-type: none"> To know how to create shell or frame structures. To know how to strengthen frames with diagonal struts. To know that a wide base will make a structure more stable. | <ul style="list-style-type: none"> To know how to use levers and linkages. To know how to make movements larger or more varied using linkages. |
| Year 3 Vocab | <ul style="list-style-type: none"> Mix, combine, grate, slice, texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury hygienic, edible | | <ul style="list-style-type: none"> shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating font, lettering, text, graphics, decision, | <ul style="list-style-type: none"> mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating |
| Year 4 | <ul style="list-style-type: none"> To know how to analyse the taste, texture, smell and appearance of a range of savoury foods. To know how to explore the seasonality of vegetables and fruits. To know how meat/fish are reared/caught. | <ul style="list-style-type: none"> To know how to create a 3D product using 2D pieces. To know how to create a product for a purpose and a particular user. To know how to join fabrics using running stitch, over sewing, blanket stitch. | | <ul style="list-style-type: none"> To know how to use electrical systems such as switches, bulbs and buzzers. To know how to use ICT to control products. |
| Year 4 Vocab | <ul style="list-style-type: none"> grown, reared, caught, frozen, tinned, processed, seasonal, harvested, reared, caught | <ul style="list-style-type: none"> fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance, pattern pieces | | <ul style="list-style-type: none"> series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip control, program, system, input device, output device |
| Year 3 and 4 skills | | | | |
| Design | | Make | | Evaluate |
| <ul style="list-style-type: none"> 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. generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. | | <ul style="list-style-type: none"> 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 wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. | | <ul style="list-style-type: none"> investigate and analyse a range of existing products. 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. |