



Year 3: D&T

Designing and Evaluating	Making	Cookery and Nutrition
D1 I can design with purpose by identifying opportunities to design.	M1 Construction I can choose suitable techniques to construct products or to repair items.	C1 I can follow a recipe.
D2 I can make products by working efficiently (such as by carefully selecting from a wide range of materials and tools).	M2 Construction I can strengthen materials using suitable techniques.	C2 I can prepare ingredients hygienically selecting and using appropriate utensils.
D3 I can refine work as work progresses, evaluating the end product design.	M3 Mechanics I can use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	C3 I can measure ingredients to the nearest gram.
D4 I can identify some of the great designers in all of the areas of study to generate ideas for designs.		C4 I can assemble and cook ingredients (controlling the temperature of the oven or hob if cooking).
D5 I can improve upon existing designs, giving reasons for choices.		
D6 I can use software to design and represent product designs.		



Year 3 topic coverage

Autumn 1 <i>Topic: Bonjour</i>	Autumn 2 <i>Topic: Tumbleweed</i>	Spring <i>Topic: Ay up duck!</i>	Summer <i>Topic: Ug</i>
D1, D2, D3, D4, D5 M3	D1, D2, D3, D4, D5 C1, C2, C3, C4	D1, D2, D3, D4, D5 C1, C2, C3, C4	D1, D2, D3, D4, D5, D6 M1, M2
Vocabulary	Vocabulary	Vocabulary	Vocabulary
<p style="text-align: center;"><u>Designing and Evaluating:</u></p> <p>Design, purpose, identify, design opportunities, product, deconstruct, efficiency, carefully select, wide range, tools, scissors, ruler, tape measure, pens and pencils for marking, hammer, saw, pliers, junior hacksaw, bench hook, screw driver, drill, glue gun, craft knife, hole punch, stapler, materials, card, paper, fabric, string, ribbon, card board, tubes, boxes, cotton reels, wood, plastic, bottles, dowel, straws, wheels, nails, glue, tape, refine as work progresses, share, discuss, evaluate, end product design, identify, great designers names, generate ideas from famous designers, improve, existing designs, own work (self), others work (peer), reason, choice, design using software, represent, show, product designs.</p> <p style="text-align: center;"><u>Mechanics</u></p> <p>use, scientific knowledge, force, select appropriate, mechanisms, levers, winding mechanisms, pulleys, gears.</p>	<p style="text-align: center;"><u>Designing and Evaluating:</u></p> <p>Design, purpose, identify, design opportunities, product, deconstruct, efficiency, carefully select, wide range, tools, scissors, ruler, tape measure, pens and pencils for marking, hammer, saw, pliers, junior hacksaw, bench hook, screw driver, drill, glue gun, craft knife, hole punch, stapler, materials, card, paper, fabric, string, ribbon, card board, tubes, boxes, cotton reels, wood, plastic, bottles, dowel, straws, wheels, nails, glue, tape, refine as work progresses, share, discuss, evaluate, end product design, identify, great designers names, generate ideas from famous designers, improve, existing designs, own work (self), others work (peer), reason, choice, design using software, represent, show, product designs.</p> <p style="text-align: center;"><u>Cookery and Nutrition</u></p> <p>Prepare, ingredients, names of ingredients, hygienically, select, use, appropriate, utensils, sterilise, knife, grater, peeler, pan, chopping board, fork, spoon, plate, blender, bowl, whisk, scales, electronic scales, jug, measuring cup, measure, nearest, gram, assemble, cook, control, temperature, microwave, oven, hob, stir, whisk, mix, chop, slice, cut, bake, blend, fry, grate, knead, peel, eat, variety, healthy, diet, important.</p>	<p style="text-align: center;"><u>Designing and Evaluating:</u></p> <p>Design, purpose, identify, design opportunities, product, deconstruct, efficiency, carefully select, wide range, tools, scissors, ruler, tape measure, pens and pencils for marking, hammer, saw, pliers, junior hacksaw, bench hook, screw driver, drill, glue gun, craft knife, hole punch, stapler, materials, card, paper, fabric, string, ribbon, card board, tubes, boxes, cotton reels, wood, plastic, bottles, dowel, straws, wheels, nails, glue, tape, refine as work progresses, share, discuss, evaluate, end product design, identify, great designers names, generate ideas from famous designers, improve, existing designs, own work (self), others work (peer), reason, choice, design using software, represent, show, product designs.</p> <p style="text-align: center;"><u>Construction</u></p> <p>use, create, construct, materials, card, paper, fabric, string, ribbon, card board, tubes, boxes, wood, plastic, bottles, dowel, straws, wheels, screws, nails, glue, tape, tools, scissors, hammer, saw, screw driver, drill, make, strengthen, suitable, appropriate, efficient, techniques, drilling, screwing, gluing, nailing, repair, strengthen, reinforce, suitable, appropriate, efficient, materials, card, paper, fabric, string, ribbon, card board, tubes, boxes,</p>	



		wood, plastic, bottles, dowel, straws, wheels, screws, nails, glue, tape, tools, scissors, hammer, saw, screw driver, drill, glue gun, craft knife, hole punch, stapler.
I will know	I will know	I will know
<ul style="list-style-type: none"> • That products can have a design (planning stage) before they are made. • That designs are based around the intended purpose of the object/product. • How to create a design for a product that has a clear purpose. • How to identify opportunities to develop designs. • That there are a range of materials that can be used to create an object/product. • That there are a range of tools that can be used to create an object/product. • How to say which materials I select from a range and justify my choices. • How to say which tools I select from a range and justify my choices. • How to work efficiently by making the most appropriate selections of tools and materials at the beginning of the process (during the design stage). • That I can look at and discuss my own and others current designs with some criticality. • How to say/give my suggestions for improvements to my own and others current designs. • That refine means to change and improve my ideas and designs as work progresses. • How to adapt my designs as I make. • That I can evaluate my work at the end of the process to say what I am happy with and what I may change if I were to make the product again. 	<ul style="list-style-type: none"> • That products can have a design (planning stage) before they are made. • That designs are based around the intended purpose of the object/product. • How to create a design for a product that has a clear purpose. • How to identify opportunities to develop designs. • That there are a range of materials that can be used to create an object/product. • That there are a range of tools that can be used to create an object/product. • How to say which materials I select from a range and justify my choices. • How to say which tools I select from a range and justify my choices. • How to work efficiently by making the most appropriate selections of tools and materials at the beginning of the process (during the design stage). • That I can look at and discuss my own and others current designs with some criticality. • How to say/give my suggestions for improvements to my own and others current designs. • That refine means to change and improve my ideas and designs as work progresses. • How to adapt my designs as I make. • That I can evaluate my work at the end of the process to say what I am happy with and what I may change if I were to make the product again. 	<ul style="list-style-type: none"> • That products can have a design (planning stage) before they are made. • That designs are based around the intended purpose of the object/product. • How to create a design for a product that has a clear purpose. • How to identify opportunities to develop designs. • That there are a range of materials that can be used to create an object/product. • That there are a range of tools that can be used to create an object/product. • How to say which materials I select from a range and justify my choices. • How to say which tools I select from a range and justify my choices. • How to work efficiently by making the most appropriate selections of tools and materials at the beginning of the process (during the design stage). • That I can look at and discuss my own and others current designs with some criticality. • How to say/give my suggestions for improvements to my own and others current designs. • That refine means to change and improve my ideas and designs as work progresses. • How to adapt my designs as I make.



- How to evaluate my own product with support (peer/self).
- That there are many great designers in the world.
- The name and works of some great designers.
- How to use work and ideas from great designers to generate ideas for my own designs.
- That I can look at and discuss current designs with some criticality.
- That I can adapt and change designs to improve them.
- How to adapt and change designs to improve them.
- How to give reasons for the changes to my designs (how to explain my decisions).
- How to evaluate my own product with support (peer/self).

Mechanics

- That forces can be transferred.
- The different forces that can be used (pushes/pulls).
- That there are different mechanisms that can be used to transfer force.
- The names of the mechanisms that can be used to transfer force (pulley, gear, lever, winding mechanism).
- How to select an appropriate/the most appropriate mechanism for the intended purpose of a product.
- How to make a product using my selected mechanism

- How to evaluate my own product with support (peer/self).
- That there are many great designers in the world.
- The name and works of some great designers.
- How to use work and ideas from great designers to generate ideas for my own designs.
- That I can look at and discuss current designs with some criticality.
- That I can adapt and change designs to improve them.
- How to adapt and change designs to improve them.
- How to give reasons for the changes to my designs (how to explain my decisions).
- How to evaluate my own product with support (peer/self).

Cookery and Nutrition

- That a recipe is a set of instructions to follow when cooking.
- That the recipe will tell me what is needed to make the meal.
- That the recipe will tell me step by step how to prepare and cook the meal.
- How to follow a recipe.
- That ingredients can be prepared in different ways using different utensils including a knife, peeler, and grater.
- How to prepare ingredients using a knife, peeler, and grater.
- How to select the most appropriate tool to prepare ingredients for the meal that I am making.

- That I can evaluate my work at the end of the process to say what I am happy with and what I may change if I were to make the product again.
- How to evaluate my own product with support (peer/self).
- That there are many great designers in the world.
- The name and works of some great designers.
- How to use work and ideas from great designers to generate ideas for my own designs.
- That I can look at and discuss current designs with some criticality.
- That I can adapt and change designs to improve them.
- How to adapt and change designs to improve them.
- How to give reasons for the changes to my designs (how to explain my decisions).
- How to evaluate my own product with support (peer/self).

D6

- That designs can be made on a computer using software.
- That representations of the final product can be made on a computer using software.
- The name of the software that I can use to design and represent a product.
- How to design a product using computer software.
- How to represent a product using computer software.



- That grams are a unit of measurement.
- That I can measure or weigh ingredients to the nearest gram.
- That I can use electronic scales, or analogue scales to weigh my ingredients.
- How to weigh ingredients to the nearest gram using electronic scales or analogue scales accurately.
- That some food can be eaten raw (without cooking) and some food cannot.
- That food that is raw still needs to be prepared and served as a meal.
- How to assemble a cold meal that does not require cooking e.g. salad.
- How to assemble and cook a simple meal that does require cooking.
- How to use simple cooking equipment such as the microwave.
- That there are different pieces of equipment that I can use to cook food.
- The names of the equipment that I can use to cook food.
- How to assemble and cook a meal that does require cooking.
- How to use cooking equipment such as the microwave, hob, or oven.
- How to control the temperature of the hob/oven when being used.

Construction

- That there are a range of materials that I can use to construct products.
- The names of the materials available to me.
- That there are a range of tools that I can use to construct products.
- The names of the tools available to me.
- That there are a range of techniques that I can use to construct products.
- The names of the techniques that I may be able to use to construct.
- How to select a suitable technique to construct the product I am making.
- How to select a suitable technique to repair a product
- How to construct a product using various techniques.
- That materials can be strengthened in different ways e.g. folding, adding tubing, struts, gluing to make a material thicker (cardboard).
- How to strengthen the materials I am using.