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| <b>Year 3</b>  |
| <b>Design &amp; Technology</b>   |
| <b>Age Related Expectations</b>  |
| <b>Design</b>  |
| 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.<br>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  |
| <b>Make</b>  |
| Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.<br>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic   |
| <b>Evaluate</b>  |
| Investigate and analyse a range of existing products.<br>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.<br>Understand how key events and individuals in design and technology have helped shape the   |
| <b>Technical Knowledge</b>   |
| Apply their understanding of how to strengthen, stiffen and reinforce more complex<br>Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].<br>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].<br>Apply their understanding of computing to program, monitor and control their products. |
| <b>Cooking &amp; Nutrition</b>   |
| Understand and apply the principles of a healthy and varied diet.<br>Prepare and cook a variety of predominantly savoury dishes using a range of cooking<br>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.   |