



# Lower Key Stage 2 Design and Technology

	Food	Textiles	Structures	Mechanical and Electrical Systems and ICT
Year 3	<ul style="list-style-type: none"> <li>Know how to follow instructions and/or recipes.</li> <li>Know how to make healthy eating choices – using the <i>Eatwell plate</i>.</li> <li>Know how to join and combine a range of ingredients.</li> </ul>		<ul style="list-style-type: none"> <li>Know how to create shell or frame structures.</li> <li>Know how to strengthen frames with diagonal struts.</li> <li>Know that a wide base will make a structure more stable.</li> </ul>	<ul style="list-style-type: none"> <li>Know how to use levers and linkages.</li> <li>Know how to make movements larger or more varied using linkages.</li> </ul>
Year 4	<ul style="list-style-type: none"> <li>Know how to analyse the taste, texture, smell and appearance of a range of savoury foods.</li> <li>Know how to explore the seasonality of vegetables and fruits.</li> <li>Know how meat/fish are reared/caught.</li> </ul>	<ul style="list-style-type: none"> <li>Know how to create a 3D product using 2D pieces.</li> <li>Know how to create a product for a purpose and a particular user.</li> <li>Know how to join fabrics using running stitch, over sewing, blanket stitch.</li> </ul>		<ul style="list-style-type: none"> <li>Know how to use electrical systems such as switches, bulbs and buzzers.</li> <li>Know how to use ICT to control products.</li> </ul>
<b>Year 3 and 4 skills</b>				
	<b>Design</b>	<b>Make</b>		<b>Evaluate</b>
	<ul style="list-style-type: none"> <li>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.</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</li> </ul>	<ul style="list-style-type: none"> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</li> <li>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.</li> </ul>		<ul style="list-style-type: none"> <li>Investigate and analyse a range of existing products.</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</li> <li>Understand how key events and individuals in design and technology have helped shape the world.</li> </ul>