

## Flanderwell Primary School Design and Technology End of Year 3



At the end of year three I will know and remember...

## Structures - CAD programme to create a net for a box

- I can develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.
- I can develop and use knowledge of how to construct strong, stiff shell structures.
- I know and understand the vocabulary: shell structure, face, vertex, font, net, cuboid,
   prism
- I can develop ideas through the analysis of existing shell structures and use computeraided design to model and communicate ideas.
- I can select and use appropriate tools and software to measure, mark out, cut, score, shape and assemble with some accuracy.
- I can test and evaluate my own products against design criteria and the intended user and purpose.

## Food -Design a healthy meal deal

- I know how to use appropriate equipment and utensils to prepare and combine food.
- I know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.
- I know and understand the vocabulary: appearance, texture, preference test, sensory evaluation
- I can generate and clarify ideas through discussion with my peers and adults to develop design criteria
- I can select from a range of ingredients to make appropriate food products, thinking about sensory characteristics.
- I can carry out sensory evaluations of a variety of ingredients and products.
   Record the evaluations using e.g. tables and simple graphs.

## **Textiles - Drawstring bag**

- I know how to strengthen, stiffen and reinforce existing fabrics.
- I understand how to securely join two pieces of fabric together.
- I understand the need for patterns and seam allowances.
- I know and understand the vocabulary: appliqué, pattern, seam, prototype, aesthetics
- I can produce annotated sketches, prototypes, final product sketches and pattern pieces.
- I can select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.
- I can test my product against the original design criteria