

Design and technology overview – Class 3

<p>Year A –</p> <p><b>introduction fortnight</b></p> <p><b>Our School</b></p>	<p><i>Autumn</i></p> <p><b>Egypt</b></p> <p>Textiles</p> <ul style="list-style-type: none"> <li>• Understand the need for a seam allowance.</li> <li>• Join textiles with appropriate stitching.</li> <li>• Select the most appropriate techniques to decorate textiles.</li> </ul> <p><b>Design, make, evaluate and improve</b></p> <ul style="list-style-type: none"> <li>• Design products that have a clear purpose and an intended user.</li> </ul> <p><b>Take inspiration from design throughout history</b></p> <ul style="list-style-type: none"> <li>• Improve upon existing designs, giving reasons for choices.</li> </ul>	<p>Spring</p> <p><b>Natural disasters</b></p> <p><b>Computing</b></p> <ul style="list-style-type: none"> <li>Control and monitor models using software designed for this purpose.</li> </ul> <p><b>Electricals and electronics</b></p> <ul style="list-style-type: none"> <li>• Create series and parallel circuits</li> </ul> <p><b>Design, make, evaluate and improve</b></p> <p>Design with purpose by identifying opportunities to design.</p> <ul style="list-style-type: none"> <li>• Make products by working efficiently (such as by carefully selecting materials)</li> </ul> <p>Use software to design and represent product designs</p> <p><b>Take inspiration from design throughout history</b></p> <p>Disassemble products to understand how they wor</p>	<p>Summer</p> <p><b>Romans</b></p> <p><b>Materials</b></p> <p>Cut materials accurately and safely by selecting appropriate tools.</p> <ul style="list-style-type: none"> <li>• Measure and mark out to the nearest millimetre.</li> <li>• Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).</li> <li>• Select appropriate joining techniques.</li> </ul> <p><b>Design, make, evaluate and improve</b></p> <ul style="list-style-type: none"> <li>Refine work and techniques as work progresses, continually evaluating the product design</li> </ul>
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<p><b>Year B</b></p> <p>introduction fortnight</p> <p>Our School</p>	<p><b>Autumn</b></p> <p><b>The Stone Age</b></p> <p><b>Food</b></p> <p>Prepare ingredients hygienically using appropriate utensils.</p> <ul style="list-style-type: none"> <li>• Measure ingredients to the nearest gram accurately.</li> <li>• Follow a recipe.</li> <li>• Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</li> </ul> <p><b>Design, make, evaluate and improve</b></p> <p>Refine work and techniques as work progresses, continually evaluating the product design</p>	<p><b>Spring</b></p> <p><b>UK</b></p> <p><b>Mechanics</b></p> <p>Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).</p> <p><b>Design, make, evaluate and improve</b></p> <p>Design with purpose by identifying opportunities to design.</p> <ul style="list-style-type: none"> <li>• Make products by working efficiently (such as by carefully selecting materials).</li> </ul>	<p><b>Summer</b></p> <p><b>Europe</b></p> <p><b>Construction</b></p> <p>Choose suitable techniques to construct products or to repair items.</p> <ul style="list-style-type: none"> <li>• Strengthen materials using suitable techniques.</li> </ul> <p><b>Take inspiration from design throughout history</b></p> <ul style="list-style-type: none"> <li>• Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.</li> <li>• Improve upon existing designs, giving reasons for choices.</li> </ul> <p><b>Design, make, evaluate and improve</b></p> <p>Design with purpose by identifying opportunities to design.</p> <ul style="list-style-type: none"> <li>• Make products by working efficiently (such as by carefully selecting materials).</li> <li>• Refine work and techniques as work progresses, continually evaluating the product design.</li> </ul>
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