









Design and Technology		Year 3 & 4	
Cycle A	Key:  Design  Make  Evaluate  Food		
Autumn Term Topic Area: Back to the Iron Age	Spring Term Topic Area: Groovy Greeks	Summer Term Topic Area: The World of Bede	
<u>Key skills</u> Recognise specific purposes of designs and suggest ideas to meet different needs Communicate ideas through labelled sketches showing details Use information sources to help in designing Use stitches and fabric to enhance design Use standard measures Begin to use different but appropriate ways to join materials in textiles work e.g. glue, pins, press studs, Velcro, various stitches, buttons Evaluate their product against their own design Consider how the finished product could be improved	<u>Key skills</u> Through discussion consider criteria and purposes and users of design idea Communicate ideas through labelled sketches showing details Shape, assemble and rearrange a range of materials and components to model ideas Use tools independently with greater control e.g. electrical components such as bulbs and buzzers, wire strippers etc Disassemble and investigate everyday products to see how they fit their purpose Evaluate their product against their own design Consider how the finished product could be improved	<u>Key skills</u> Through discussion consider criteria and purposes and users of design idea Measure and weigh ingredients Use simple tools e.g. scales, whisks etc Prepare and cook using simple cooking techniques	
<u>Knowledge</u> Make textile designs Use self generated or pre-made templates	<u>Knowledge</u> Understand and use a simple circuit in a product with buzzer, bulb etc Understand how to use simple ICT programmes	<u>Knowledge</u> Understand and apply the principles of a healthy and varied diet Know some simple cooking techniques Understand basic food hygiene	
<u>Contacts/ Visits:</u> St Mary's Heritage Centre	<u>Contacts/ Visits:</u> Art Gallery	<u>Contacts/ Visit:</u>	

Design and Technology		Year 3 and 4	
Cycle B	Key:  Design  Make  Evaluate  Food		
Autumn Term Topic Area: Vicious Vikings	Spring Term Topic Area: Rotten Romans - Art Focus	Summer Term Topic Area:	
<u>Key skills</u> Through discussion consider criteria and purposes and users of design idea Communicate ideas through labelled sketches showing details Shape, assemble and rearrange a range of materials and components to model ideas Begin to propose and adapt a sequence of actions Use tools independently with greater control Begin to cut and join with accuracy to ensure a good-quality finish to the product Use standard measures Evaluate their product against their own design Consider how the finished product could be improved	<u>Key skills</u>	<u>Key skills</u> Begin to propose and adapt a sequence of actions for following a recipe Weigh and measure accurately Use a variety of tools Prepare and cook using a range of cooking techniques	
<u>Knowledge</u> Understand how to use simple mechanisms e.g. levers and linkages Understand and know how to use constructions kits to test for strength	<u>Knowledge</u>	<u>Knowledge - food</u> Understand and apply the principles of a healthy and varied diet Know the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens Know where and how ingredients are grown	
<u>Contacts/ Visits:</u> Hancock Museum	<u>Contacts/ Visits:</u> Segadunum - Wallsend	<u>Contacts/ Visit:</u>	

