

YEAR 3 DESIGN & TECHNOLOGY

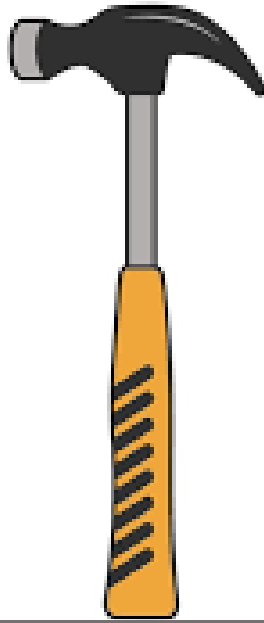
LEARNING JOURNEY

SUMMER

Mechanical Systems

- Pneumatic toys

- Design and make a functional toy that uses a pneumatic system.
- Use a design brief to create.
- Generate ideas using thumbnail sketches and exploded diagrams.

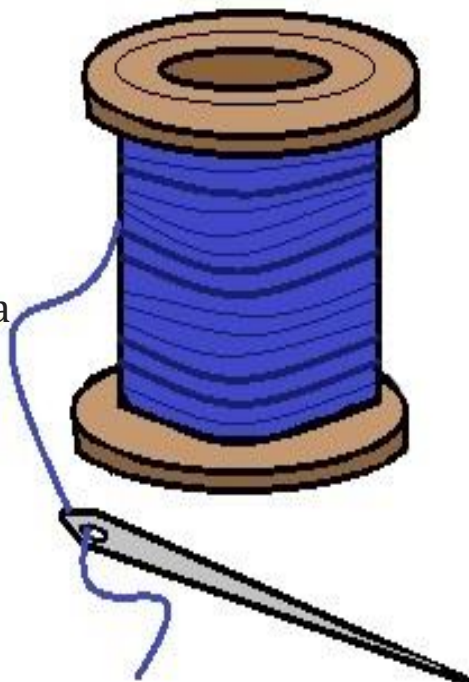


- Create a pneumatic system to create a desired motion.
- Manipulate materials to create different effects by cutting, creasing, folding and weaving.
- Test and modify the outcome, suggesting improvements.

SPRING

Textiles - Cushions

- Design and make a template from an existing cushion and apply individual design criteria.
- Follow a design criteria to create a cushion.
- Select and cut fabrics with ease using fabric scissors.
- Thread needles with greater independence.

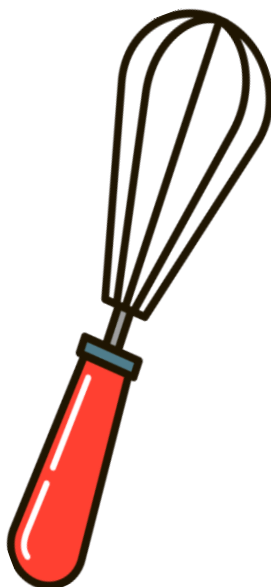


- Tie knots with greater independence.
- Sew cross-stitch to join fabric.
- Decorate fabric using appliqué.
- Complete design ideas with stuffing and sewing the edges.
- Evaluate an end product and thinking of other ways to create similar items.

AUTUMN

Cooking and Nutrition – Eating Seasonally.

- Describe how climate affects where foods grow.
- Identify seasonal ingredients from the UK.
- Taste seasonal ingredients.
- Describe the texture and flavour of ingredients.
- Peel foods by hand or with a peeler.



- Cut ingredients safely.
- Choose ingredients based on a design brief.
- Follow the instructions within a recipe.
- Describe the benefits of seasonal fruits and vegetables and their impact on the environment.