

Progression of Skills: Design Technology - Year 3

Skills		
Across all units	Developing, Planning and Communicating Ideas	
	Investigate similar products to the one to be made to give starting points for a design	
	Draw/sketch products to help analyse and understand how products are made	
	Think ahead about the order of their work and decide upon tools and materials	
	Plan a sequence of actions to make a product	
Materials and Components - Knowledge and Understanding		
Food	Develop sensory vocabulary/knowledge using, smell, taste, texture, feel	
	Analyse the taste, texture, smell and appearance of a range of foods	
	Follow instructions	
	Make healthy eating choices from and understanding of a balanced diet	
	Work safely and hygienically	
Textiles	Measure and weigh ingredients appropriately	
	Use appropriate decoration techniques (glued or simple stitches)	
	Join fabrics using running stitch, over sewing, back stitch	
	Explore fastenings and recreate some e.g. sew on buttons and make loops	
	Prototype a product using J cloths	
Structures: shell structures	Create a simple pattern	
	Understand the need for patterns	
	Create shell or frame structures, strengthen frames with diagonal struts	
	Make structures more stable by giving them a wide base	
Evaluation	Prototype frame and shell structures	
	Use glue gun with close supervision (one to one)	
	Across all units	Identify the strengths and weaknesses of their design ideas
		Decide which design idea to develop
Consider and explain how the finished product could be improved		
Discuss how well the finished product meets the design criteria and how well it meets the needs the needs of the user.		