

<p><b>Y3 Design and Technology Knowledge</b>                  Stone Age Nutrition                  Parachute (linked to Valiant)                  Moving Hand (linked to Skeletons)</p>	<p><b>Y4 Design and Technology Knowledge</b>                  Roman Chariot Challenge                  Rainforest                  Game for electricity</p>
<p><b>Y3 DT Skills</b>                  Through discussion and annotated sketches and prototypes and generate communicate and model ideas.  <b>Make</b>                  Use a wider range of tools to cut, shape, join and finish accurately  <b>Evaluate</b>                  Investigate and analyse a range of existing products                  Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work                  Begin to understand the key events and individuals in DT that have helped shape the world  <b>Technical Knowledge</b>                  Further build on their knowledge of levers, sliders, wheels and axles in products being made                  Apply understanding of how to strengthen, stiffen and reinforce structures in a range of contexts.  <b>Cooking and Nutrition</b>                  Understand the principle of healthy diet                  Understand seasonality and how a range of ingredients are grown reared caught and processed.</p>	<p><b>Y4 DT Skills</b>                  Through discussion and annotated sketches and prototypes and generate communicate and model ideas.  <b>Make</b>                  Use a wider range of tools to cut, shape, join and finish accurately  <b>Evaluate</b>                  Investigate and analyse a range of existing products                  Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work                  Begin to understand the key events and individuals in DT that have helped shape the world  <b>Technical Knowledge</b>                  Further build on their knowledge of levers, sliders, wheels and axles in products being made                  Apply their understanding of how to strengthen, stiffen and reinforce structures in a range of contexts independently                  Understand and use electrical systems in their products</p>
<p><b>Lower KS2 Concepts</b>                  As designers we develop products fit for purpose and aimed at particular groups                  As designers further develop our technical skills to make structures stronger stiffer and more stable and apply these skills independently                  As designers we are beginning to understand the impact of great design on daily life to solve problems                  As designers we use imagination and creativity to design, make and evaluate our products</p>	