



Design & Technology Objectives Year 3

Y3	To master practical skills - Food	Prepare ingredients hygienically using appropriate utensils.
Y3	To master practical skills - Food	Measure ingredients to the nearest gram accurately.
Y3	To master practical skills - Food	Follow a recipe.
Y3	To master practical skills - Food	Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).
Y3	To master practical skills - Materials	Cut materials accurately and safely by selecting appropriate tools.
Y3	To master practical skills - Materials	Measure and mark out to the nearest millimetre.
Y3	To master practical skills - Materials	Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).
Y3	To master practical skills - Materials	Select appropriate joining techniques.
Y3	To master practical skills - Textiles	Understand the need for a seam allowance.
Y3	To master practical skills - Textiles	Join textiles with appropriate stitching.
Y3	To master practical skills - Textiles	Select the most appropriate techniques to decorate textiles.
Y3	To master practical skills - Electricals & Electronics	Create series and parallel circuits
Y3	To master practical skills - Computing	Control and monitor models using software designed for this purpose.
Y3	To master practical skills - Construction	Choose suitable techniques to construct products or to repair items.
Y3	To master practical skills - Construction	Strengthen materials using suitable techniques.
Y3	To master practical skills - Mechanics	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).
Y3	To design, make, evaluate & improve	Design with purpose by identifying opportunities to design.

Y3	To design, make, evaluate & improve	Make products by working efficiently (such as by carefully selecting materials).
Y3	To design, make, evaluate & improve	Refine work and techniques as work progresses, continually evaluating the product design.
Y3	To design, make, evaluate & improve	Use software to design and represent product designs.
Y3	To take inspiration from design throughout history	Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.
Y3	To take inspiration from design throughout history	Improve upon existing designs, giving reasons for choices.
Y3	To take inspiration from design throughout history	Disassemble products to understand how they work.