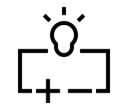
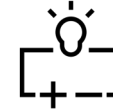


YEAR THREE

D&T Overview



	Autumn Term	Spring Term	Summer Term
Area of D&T	 Mechanical Systems Levers & Linkages 7-8 hours	 Cooking & Nutrition Healthy & Varied Diet 7-8 hours	 Textiles 2D & 3D Project 7-8 hours
Design Brief	 Product : Christmas Card  User: A relative (Granny)  Purpose: Celebration Card  Inspire Text: Granny got a sprout stuck up her sneezer!	 Product : Healthy Sandwich  User: Pupil  Purpose: Healthy packed lunch  Inspire Text: Carla's Sandwich	 Product : Bendy Bag  User: Pupil  Purpose: To store personal items  Inspire Text: A Pattern for Pepper
Materials	Card strips, card rectangles, paper, masking tape, paper fasteners, paper binders, stick glue left/right handed scissors, cutting mats, card drill, finishing media and materials.	Example foods to taste, equipment and utensils such as: knives, chopping board, weighing scales, measuring jugs, bowls, baking trays, spoons – various sizes, parchment paper, plastic film.	Fabric, thread, needle, ruler, scissors, pencil.
Knowledge & Techniques	Children learn how to accurately measure, mark out, cut and join. They will also develop their knowledge and skills of how levers and linkages work.	Children investigate healthy eating by exploring a range of foods and looking at their nutritional value. They will select and use a range of cooking utensils, learn about food hygiene and develop their food preparation skills.	Children will explore a range of bags and discuss their purpose and qualities. They will then explore and practise stitching techniques to join fabrics and develop their measuring and cutting skills.
Curriculum Links	Maths - Measurement: Measure lengths (cm) Art and design – use and develop drawing techniques. Use colour, pattern, line, shape.	Science - Animals including humans: Identify that humans need the right types and amount of nutrition from what they eat.	Maths - Measurement: Measure lengths (cm) Properties of shapes: Draw 2D shapes and use modelling materials to
Key Vocabulary	Mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating user, purpose, function prototype, design criteria, innovative, appealing, design brief.	Texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet.	Fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance.