

# Design and Technology Key skills

## Year 3

Food	Textiles	Construction	Mechanisms	Other
Relevant contexts to areas of study			Solving real life problems	

Design	To design products that fit a given design brief
	To study the work of designers and use ideas in my own pieces
	To suggest improvements to existing designs
	To begin to use simple software to design
Make	To make products where the purpose and design are clear
	To select from a range of tools to pick the best
	To use a range of factors to evaluate the usefulness of a material
	To use a range of tools with accuracy and precision
	To explore and use mechanisms and moving parts in my products
	To build structures that require strength and stability in different ways
Evaluate	To refine my design as my work progresses, discussing how I have improved it
Food	To prepare a range of ingredients using the appropriate equipment
	To assemble or cook ingredients following a recipe
	To design meals that represent a healthy, balanced diet
	To know where different ingredients originate and why