Subject: Technology	Year group: Year 3	Topic: Textiles – design and make school fair	Initiation & activation activities:
and, where appropriate, information and of Make :select from and use a range of tools finishing); select from and use a wide rang ingredients, according to their characterist Evaluate: explore and evaluate a range of Technical knowledge: build structures, explore mechanisms, (for example levers, sliders, valuate).	and equipment to perform practical tasks, (or example, cutting, shaping, joining and e of materials and components, including construction materials, textiles and ics existing products; evaluate their ideas and products against design criteria loring how they can be made stronger, stiffer and more stable; explore and use	Vocabulary:	
Programme of Study*	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups     generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computeraided design  Make     select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately     select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and	<ul> <li>Can they join textiles of different types in different ways?</li> <li>Can they choose textiles both for their appearance and also qualities?</li> <li>Developing, planning and communicating ideas</li> <li>Can they show that their design meets a range of requirements?</li> <li>Can they put together a step-by-step plan which shows the order and also what equipment and tools they need?</li> <li>Can they describe their design using an accurately labelled sketch and words?</li> <li>How realistic is their plan?</li> <li>Working with tools, equipment, materials and components to make quality products</li> <li>Can they use equipment and tools accurately?</li> <li>Evaluating processes and products</li> <li>Can they explain what they changed which made their design even better?</li> </ul>		

aesthetic qualities
Evaluate
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
understand how key events and
individuals in design and
technology have helped shape
the world
Technical knowledge
apply their understanding of
how to strengthen, stiffen and
<del>-</del>
reinforce more complex
structures
understand and use mechanical
systems in their products, (for
example as gears, pulleys,
cams, levers and linkages)
understand and use electrical
systems in their products, (for
example series circuits
incorporating switches, bulbs,
buzzers and motors)
<ul> <li>apply their understanding of</li> </ul>
computing to programme,
monitor and control their
products.
Cooking and Nutrition
<ul> <li>understand and apply the</li> </ul>
principles of a healthy and
varied diet
<ul> <li>prepare and cook a variety of</li> </ul>
predominantly savoury dishes
using a range of cooking
techniques
understand seasonality, and
know where and how a variety
of ingredients are grown,
or migrealents are grown,

reared, caught and processed.		

• 50% of this programme of study is taught in Years 5 and 6