

Year 4 Design and Technology Skill Progression

Design

- Use, research and develop design criteria to inform the sequential design of innovative, functional, appealing products that are fit for purpose, identifying strengths and weaknesses, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion and annotated sketches. Begin to use cross-sectional and exploded diagrams, prototypes and pattern pieces.
- Select appropriate tools, materials and equipment.

Make

- Select from and use a wider range of tools and equipment to perform practical tasks (example 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 aesthetic qualities.

Technical Knowledge

- Understand and use electrical systems in their products (switches, circuits, buzzers and bulbs).
- Apply their understanding of how to strengthen, stiffen and reinforce materials and fastenings.
- Apply their understanding of a healthy diet to develop a simple meal using available ingredients.

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 shaped the world.

Food and Nutrition

- To prepare and cook simple savoury food (context – food grown in different climates, food to sustain life, food grown in school garden).

In Year 4, we...

- ICT and electrical systems – control and electrical components (Autumn 1)
- Textiles – seams, stiffening and strengthening materials and fastenings (Spring 2)
- Understand seasonality and know where and how a variety of ingredients are grown. (Summer 2)