

Year 4 – Food Preparation, Cooking and Nutrition	E	M	X
Designing			
Carry out research, using surveys, interviews, questionnaires and web-based resources			
Identify the needs, wants, preferences and values of particular individuals and groups			
Develop a simple design specification to guide their thinking			
Generate innovative ideas, drawing on research			
Making			
Manage short tasks independently (without help from the teacher)			
Produce a good quality finished product			
Use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading.			
Evaluating			
Critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make			
Evaluate their ideas and products against their original design specification			
Identify what worked well and what needs to be improved			
Understand how key events and individuals in design and technology have helped shape the world			
Technical Knowledge			
To understand that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world			
To know that seasons may affect the food available			
To know that recipes can be adapted to change the appearance, taste, texture and aroma			
To understand that different food and drink contain different substances – nutrients, water and fibre – that are needed for health			

Year 4 – Textiles and Electrical Systems	E	M	X
Designing			
Gather information about the needs and wants of particular individuals and groups			
Generate ideas and describe by using words, labelled sketches and models to communicate the details of the ideas			
develop their own design criteria and use these to inform their ideas			
Making			
With help, where needed, use equipment, tools and materials			
Produce a suitable finished product.			
Apply a range of finishing techniques, including those from art and design, with some accuracy			
Measure, mark out, cut and shape materials and components with some accuracy			
Assemble, join and combine materials and components with some accuracy			
Evaluating			
Make simple suggestions for improvement.			
Refer to their design criteria as they design and make			
Use their design criteria to evaluate their completed products			
Understand how key events and individuals in design and technology have helped shape the world			
Technical Knowledge			
To know how simple electrical circuits and components can be used to create functional products			
To understand that a single fabric shape can be used to make a 3D textiles product			
Identify basic ingredients, equipment, materials, components and techniques			