

<b>Year 3 DT Assessment – Structures, Levers and Pulleys</b>	<b>E</b>	<b>M</b>	<b>X</b>
<b>Plan</b>			
• Generate ideas and recognise that the designs have to meet a range of different needs.			
• Gather information about the user's needs.			
• Make realistic plans for achieving specific aims- thinking about the user.			
• Used words, labelled sketches and models to share the details of my designs.			
<b>Make</b>			
• Think ahead about the order of work, choosing appropriate tools, equipment, materials, components and techniques.			
• Produced a suitable finished product.			
• Measure, mark out, cut and shape materials and components with some accuracy			
• Assemble, join and combine materials and components with some accuracy			
• Apply a range of finishing techniques, including those from art and design, with some accuracy			
• Understand how key events and individuals in design and technology have helped shape the world			
• Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately			
<b>Evaluate</b>			
• Identify where evaluation has led to improvements.			
• Refer to the design criteria as they design and make			
• Use their design criteria to evaluate the completed products			
• Make a simple judgement on the final product/outcome			
<b>Technical knowledge</b>			
• Identify basic equipment, materials, components and techniques			
• To know how to make strong, stiff shell structures			
• Understand and use mechanical systems in their products [for example, gears, pulleys, levers and linkages]			

<b>Year 3 – Food and Nutrition</b>	<b>E</b>	<b>M</b>	<b>X</b>
<b>Designing</b>			
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			
<b>Making</b>			
With help, where needed, use equipment, tools and materials			
Produce a suitable finished product.			
Use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking			
<b>Evaluating</b>			
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			
<b>Technical Knowledge</b>			
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 a healthy diet is made up from a variety and balance of different food and drink, as depicted in The eatwell plate			
To understand that to be active and healthy, food and drink are needed to provide energy for the body			