



# Year 4 Design Technology Subject Map



DRIVER WORDS																				
EYFS			Year 1			Year 2			Year 3			Year 4			Year 5			Year 6		
Explore Create Make			Design Generate Develop Model Select Build			Investigate Evaluate Apply our understanding			Deepen our understanding innovate											

		Cooking and Nutrition-Adapting A Recipe			Textiles-Fastenings			Electrical Systems-Torches			DESIGN TECHNOLOGY VOCABULARY		
SKILLS	Design	1.Designing a biscuit within a given budget, drawing upon previous taste testing judgements.			13.Writing design criteria for a product, articulating decisions made. 14.Designing a personalised book sleeve.			27.Designing a torch, giving consideration to the target audience and creating both design and success criteria focusing on features of individual design ideas.			evaluating, design brief design criteria, innovative, prototype, user, purpose, function, functional, proto-type, design criteria, investigate, innovative, appealing, design brief, planning, annotated sketch, <b>sensory evaluations</b> , user, model, make, product		
	Make	2.Following a baking recipe, from start to finish, including the preparation of ingredients. 3.Cooking safely, following basic hygiene rules. 4.Adapting a recipe to improve it or change it to meet new criteria (e.g. from savoury to sweet).			15.Making and testing a paper template with accuracy and in keeping with the design criteria. 16.Measuring, marking and cutting fabric using a paper template. 17.Selecting a stitch style to join fabric. 18.Working neatly by sewing small, straight stitches. 19.Incorporating a fastening to a design.			27.Making a torch with a working electrical circuit and switch. 28.Using appropriate equipment to cut and attach materials 29.Assembling a torch according to the design and success criteria.					
	Evaluate	5.Evaluating a recipe, considering: taste, smell, texture and appearance. 6.Describing the impact of the budget on the selection of ingredients. 7.Evaluating and comparing a range of food products. 8.Suggesting modifications to a recipe (e.g. This biscuit has too many raisins, and it is falling apart, so next time I will use less raisins).			20.Testing and evaluating an end product against the original design criteria. 21.Deciding how many of the criteria should be met for the product to be considered successful. 22.Suggesting modifications for improvement. 23.Articulating the advantages and disadvantages of different fastening types.			30.Evaluating electrical products. 31.Testing and evaluating the success of a final product.					
KNOWLEDGE	Technical	9.To know that the amount of an ingredient in a recipe is known as the 'quantity.' 10.To know that it is important to use oven gloves when removing hot food from an oven. 11.To know the following cooking techniques: sieving, creaming, rubbing method, cooling. 12.To understand the importance of budgeting while planning ingredients for biscuits.			24.To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro.  25.To know that different fastening types are useful for different purposes.  26.To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.			32.To understand that electrical conductors are materials which electricity can pass through. 33.To understand that electrical insulators are materials which electricity cannot pass through 34.To know that a battery contains stored electricity that can be used to power products 35.To know that an electrical circuit must be complete for electricity to flow. 36.To know that a switch can be used to complete and break an electrical circuit.					
	Additional							37.To know the features of a torch: case, contacts, batteries, switch, reflector, lamp, lens. 38.To know facts from the history and invention of the electric light bulb(s) - by Sir Joseph Swan and Thomas Edison.					