

Design Technology Curriculum Overview - Year 3

	Unit	Details
Autumn One	Textiles: cushions	<ul style="list-style-type: none"> ● Designing and making a template from an existing cushion and applying individual design criteria. ● Following design criteria to create a cushion. ● Selecting and cutting fabrics with ease using fabric scissors. ● Threading needles with greater independence. ● Tying knots with greater independence. ● Sewing cross stitch to join fabric. ● Decorating fabric using appliqué. ● Completing design ideas with stuffing and sewing the edges. ● Evaluating an end product and thinking of other ways in which to create similar items.
Spring One	Structures: castles	<ul style="list-style-type: none"> ● Designing a castle with key features to appeal to a specific person/purpose. ● Drawing and labelling a castle design using 2D shapes. ● Constructing a range of 3D geometric shapes using nets. ● Creating special features for individual designs. ● Making facades from a range of recycled materials. ● Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design. ● Suggesting points for modification of the individual designs.
Summer One	Food: eating seasonally - a fruit crumble	<ul style="list-style-type: none"> ● Creating a healthy and nutritious recipe for a savoury crumble using seasonal ingredients, considering the taste, texture, smell and appearance of the dish. ● Knowing how to prepare themselves and a workspace to cook safely in, learning the basic rules to avoid food contamination. ● Slicing food safely using the bridge or claw grip. ● Following the instructions within a recipe. ● Establishing and using design criteria to help test and review dishes. ● Describing the benefits of seasonal fruits and vegetables and the impact on the environment. ● Suggesting points for improvement when making a seasonal crumble.

Design technology is taught on a carousel with Art, which is then taught for the remainder of the year.