



## Y4 Design Technology

### Learning Objectives

*Items in red are essential learning targets*

DT 1	Design: Apply design criteria to inform the design of innovative, functional, appealing products that are fit for purpose Teach research of design criteria.
DT 2	Design: Apply Generate, develop, model and communicate their ideas through discussion, annotated sketches, Teach prototypes.
DT 3	<b>Make: Teach Select from and use a wider range of tools and equipment to perform practical tasks.</b>
DT 4	<b>Make: 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.</b>
DT 5	<b>Evaluate: Teach Investigate a range of existing products.</b>
DT 6	Evaluate: Apply Evaluate their ideas and products against their own design criteria.
DT 7	Evaluate: Teach Understand how key events in design and technology have helped shape the world.
DT 8	Technical Knowledge: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
DT 9	Technical Knowledge: Understand and use mechanical systems in their products (Teach pulleys Apply linkages)
DT 10	<b>Technical Knowledge: Teach Understand and use electrical systems in their products (electrical circuits with bulbs and switches)</b>
DT 11	Technical Knowledge: Apply their understanding of computing to, monitor their products.
DT 12	Cooking and Nutrition: Understand and Teach apply the principles of a healthy and varied diet.
DT 13	Cooking and Nutrition: Apply Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
DT 14	Cooking and Nutrition: Apply Understand seasonality, and Teach know how a variety of ingredients are grown, reared, caught and processed.