

End Points for Design Technology Year 3/4

	Year 3	Year 4
Mechanical systems	<p>Levers and Linkages</p> <ul style="list-style-type: none"> • Understand and use lever and linkage mechanisms • Distinguish between fixed and loose pivots. • Know and use technical vocabulary relevant to the project. 	<p>Pneumatics</p> <ul style="list-style-type: none"> • Understand and use pneumatic mechanisms. • Know and use technical vocabulary relevant to the project.
Structures	<p>Shell structures</p> <ul style="list-style-type: none"> • Develop and use knowledge of how to construct stiff, strong shell structures. • Develop knowledge of nets of cubes and cuboids. • Know and use technical vocabulary relevant to the project. 	<p>Structures- CAD</p> <ul style="list-style-type: none"> • Develop and use knowledge of nets of more complex 3-D shapes. • Develop and use knowledge of how to construct knowledge of how to construct strong, stiff shell structures accurately. • Understand how to use simple CAD to create designs.
Electrical systems		<p>1) Simple programming and control 2) Simple circuits and switches</p> <ul style="list-style-type: none"> • Understand and use electrical systems in their project incorporating switches, buzzers and bulbs. • Know and use technical vocabulary. • Apply understanding of computing to program and control their product.
Food	<p>Healthy and varied diet</p> <ul style="list-style-type: none"> • Know how to use appropriate equipment and utensils to prepare and combine food. • Know about a range of fresh and processed ingredients appropriate for their product. • Know and use technical vocabulary relevant to the project. 	
Textiles	<p>2-D shape to 3-D product-textiles</p> <ul style="list-style-type: none"> • Know how to strengthen, stiffen and reinforce existing fabrics. • Understand how to securely join two pieces of fabric together. • Understand the need for patterns and seam allowance. • Know and use technical vocabulary relevant to the project. 	