St Anne's C of E Primary School Curriculum Plan

Subject: Design and Technology

Year: 4

Term: Autumn 2



Unit: Adapting a recipe (Cooking and Nutrition)

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
adapt – to change something to	The amount of an ingredient in a	Technical	Design
make it suitable for a new purpose.	recipe is known as the 'quantity.'	The importance of budgeting while planning ingredients for biscuits.	g
			Design a biscuit within a given
budget – a plan of how to spend money.	Safety and hygiene are important when cooking.	Products often have a target audience.	budget, drawing upon previous taste testing judgements.
		That different cooking techniques can change the appearance and	
combine – mixing two or more ingredients together.	The cooking techniques sieving, measuring, stirring, cutting out and	texture of food.	Make
	shaping.	How products are made for a target audience.	Follow a baking recipe, including
construct – to build something.			the preparation of ingredients.

fold – to bend something for a purpose.	How to follow a recipe and that recipes can be changed.	Adapting a recipe can make a product more appealing to a target audience.	Cook safely, following basic hygiene rules.
hygiene – keeping things clean.	How to use a template to create packaging.	Why packaging design is important to the overall appeal of a product.	Adapt a recipe to meet the requirements of a target audience.
ingredients – the foods used in a recipe.			Evaluate
market research – gathering information from the target audience.			Evaluate pre-existing products to inform their own design.
sieve – a piece of kitchen equipment often used to remove lumps.			Evaluate a recipe, considering taste, smell, texture and appearance.
sift – the process of removing lumps and adding air.			Describe the impact of the budget on the selection of ingredients.
target audience – groups of people that a product is made for.			Evaluate and compare a range of food products.
taste – the flavour of a food.			Suggest modifications to a recipe (e.g. This biscuit has too many
texture – the feel of a food when eaten.			raisins, and it is falling apart, so next time I will use less raisins).

St Anne's C of E Primary School Curriculum Plan

Subject: Design and Technology

Year: 4

Term: Summer 2

Unit: Pavilions (Structure)



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
aesthetic – how an object or product looks.	A pavilion is a decorative building or structure for leisure activities.	Technical What a frame structure is.	Design
cladding – a material put on top of another material or on a structure as protection or to improve appearance.	structures for different effects.	A 'free-standing' structure is one which can stand on its own. The target audience means the person or group of people a product is designed for.	Design a stable pavilion structure that is aesthetically pleasing and select materials to create a desired effect.
design criteria - a set of rules to help you with your ideas and test their success.	Aesthetics are how a product looks. A product's function means its purpose.	The importance of selecting appropriate materials to build a strong structure.	Build frame structures designed to support weight.
			Make

	1	
evaluation - when you look at the good and bad points of something and how to improve it.	Architects consider light, shadow and patterns when designing.	Construct a range of 3D geometric shapes using nets.
frame structure – a way of building something so that the	How to reinforce corners to strengthen a structure.	Create special features for individual designs.
inside supports are built first and the outside covering is added afterwards as cladding.		Make facades from a range of recycled materials.
function – the purpose of an object or how the object works.		Evaluate
inspiration – to gain ideas from different sources such as the internet, magazines and books.		Evaluate pre-existing products to inform their own design.
pavilion – a decorative building or structure for leisure activities.		Evaluate their own work and the work of others based on the aesthetic of the finished product and in comparison to the original design.
reinforce – to make a structure or material stronger, especially by adding another material or element to it.		Suggest points for modification of the individual designs.
stable - an object that doesn't easily topple over.		

structure - something that has been made and put together.		
target audience – a person or particular group of people at whom a product is aimed.		
target customer – a person or particular group of people who you expect to buy the product.		
texture – the way that something feels when you touch it.		
theme – an idea or specific design that your product or structure is based on.		



Unit: Slingshot Cars (Mechanisms)



Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
aesthetic – how an object or product looks.	Aesthetics means how an object or product looks in design and technology.	Technical All moving things have kinetic energy.	Design
air resistance – the level of drag on an object as it is forced through the air.	A template is a stencil you can use to help you draw the same shape accurately.	Kinetic energy is the energy that something (object/person) has by being in motion. The shape of a moving object will	Design a shape that reduces air resistance. Draw a net to create a structure from.
 chassis – the body of a car. design – to make, draw or write plans for something. 	A birds-eye view means a view from a high angle (as if a bird in flight).	affect how it moves due to air resistance. Products change and evolve over time.	Choose shapes that increase or decrease speed as a result of air resistance.
	Graphics are images which are designed to explain or advertise something.	Testing your design allows you to improve it.	Personalise a design.

design criteria – a set of rules to		Make
help you with your ideas and test their success.	It is important to assess and evaluate design ideas and models against a list of design criteria.	Measure, mark, cut and assemble with increasing accuracy.
function - how something works.		
graphics – images which are designed to explain or advertise something.	Air resistance is the level of drag on an object as it is forced through the air.	Make a model based on a chosen design.
		Evaluate
kinetic energy – the energy that causes an object to move.		Evaluate pre-existing products to inform their own design.
mechanism - a system of parts all working together.		Evaluate the speed of a final product based on the effect of
net - a flat 2D shape that can become a 3D shape when assembled.		shape on speed and the accuracy of workmanship on performance.
structure - something that has been made and put together.		