

## Year 4 Design Technology

Steps to knowing							End Point statement
What are levers and linkages? Which products include levers and linkages?	How do levers work? (Refer to work from Year 1) What is a linkage and how does it work?	How can levers be fixed together to form linkages? Which part of the system is the input and which is the output? Which are the fixed pivots and which are the loose pivots?	What is the design criteria for our product? How can I record my ideas to explain to others how my design meets these criteria? (annotated sketches and prototypes)	How can I make my product in the right order thinking about the skills, tools techniques and materials I need?	Do my levers and linkages work smoothly in the intended way? Do I need to change anything? How can I finish my work well?	How can I test my finished product? Does my product meet the design specification? What are its strengths and areas for development?	Mechanical - Design, make and evaluate a purposeful product incorporating levers and linkages. Use a linkage to join two or more pivoted levers to create a moving mechanism.
What is an electrical system? What existing products in the	How does a battery powered product work?	How can I mark, cut and join materials securely? How do I construct a series circuit, including	How will we create design criteria to meet our product's user's needs and	What are the main stages in making and	Have I constructed my series circuit correctly?	Does my product meet my design criteria?	Electrical systems -Design, make and evaluate a purposeful electrical



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home and school	What are the key	input and output	fulfil its intended	testing my	Do I need to	What strengths	system incorporating
environment	features and	devices?	purpose?	product?	debug my	and areas for	switches.
include series circuits incorporating switches, bulbs and buzzers?	components of a battery powered product and how do they all interact?	How can I use my understanding of computing to program and control my product? What skills and techniques will allow me to accurately cut, shape, join and finish materials?	How can I communicate my ideas accurately, using annotated sketches and cross-sectional or exploded diagrams?	What are the most suitable tools and materials for me to use to construct my product?	computer control program?	improvement are there?	Use knowledge of electrical systems, such as series circuits to incorporate switches, bulbs and buzzers. Apply their understanding of computing to program and control their products.
How can I tell	How are the	How can I follow	What are the	What ingredients	Have I selected	Does my product	Food - Design, make and
whether a	foods I am tasting	a recipe	different ways	will I use to make	and used the	meet the design	evaluate a food product
product is	processed and	successfully?	that I can prepare	an appealing	most appropriate	criteria? Is there	which is healthy, using
healthy?	where do they		ingredients?	product that is	utensils and	anything I might	appropriate equipment
What are the different food groups and why are they important?	come from? What is the difference between fresh and processed	What must I do before preparing food in order to stay safe and why is this important?	e.g. the bridge and claw technique, grating, peeling, chopping, slicing, mixing,	part of a balanced diet and meets the needs of the user and purpose? <i>Include</i>	equipment to prepare and combine the ingredients?	do differently next time?	and utensils to prepare and combine food. Demonstrate an understanding of a range of fresh and processed ingredients appropriate for their product, and
	foods?		spreading, kneading and baking.	appearance, taste, texture and aroma.			whether they are grown, reared or caught.



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What are the different ways that I can		How can I make		
describe foods? Include		clear including ingredients,		
appearance, taste, texture and		utensils and method?		
aroma.				

Vocabulary
shell structure, prototype, lever, linkage, pivot, slot, bridge, guide, system, input, process, output, linear, rotary, oscillating, reciprocating, series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, system, input device, output device
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