

Year 3

Design & Technology Progression Map

Curriculum Code	To master practical skills: food
Y3 - D&T 01	Prepare ingredients hygienically using appropriate utensils
Y3 - D&T 02	Measure ingredients to the nearest gram accurately
Y3 - D&T 03	Follow a recipe
Y3 - D&T 04	Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking)

Curriculum Code	To master practical skills: materials
Y3 - D&T 05	Cut materials accurately and safely by selecting appropriate tools
Y3 - D&T 06	Measure and mark out to the nearest millimetre
Y3 - D&T 07	Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs)

Curriculum code	To master practical skills: computing
Y3 - D&T 08	Control and monitor models using software designed for this purpose.

Curriculum Code	To master practical skills: construction
Y3 - D&T 09	Choose suitable techniques to construct products or to repair items
Y3 - D&T 10	Strengthen materials using suitable techniques

Curriculum Code	To design, make, evaluate and improve
Y3 - D&T 11	Design with purpose by identifying opportunities to design
Y3 - D&T 12	Make products by working efficiently (such as by carefully selecting materials)
Y3 - D&T 13	Refine work and techniques as work progresses, continually evaluating the product design
Y3 - D&T 14	Use software to design and represent product designs

Curriculum Code	To take inspiration from design throughout history
Y3 - D&T 15	D15 Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs
Y3 - D&T 16	D16 Improve upon existing designs, giving reasons for choices
Y3 - D&T 17	D17 Disassemble products to understand how they work

Curriculum Code	Broadfield Academy - additional skills coverage