Year 3 Progressions of Skills - D&T

2025/26	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of work	Cooking and Nutrition: Smoothies		Digital World: Wearable Technology		Structures: Constructing a Castle	
Enrichment opportunities						
Knowledge						
Pupils know:	• To know that seasonal means foods that grow in a given season in a given country. • To know some seasonal foods that grow in the UK and what season they grow in. • To know that eating seasonal foods can have a positive impact on the environment. • To know how to describe the flavour and texture of foods. • To know how to cut a peel safely. • To know that the appearance of food is as important as		Technical: • To understand that, in programming, a 'loop' is code that repeats something again and again until stopped. • To know that a micro:bit is a pocket-sized, codeable computer. • To know that a simulator is able to replicate the functions of an existing piece of technology. Further Knowledge: • To know what the 'Digital Revolution' is and features of some of the products that have evolved as		Technical: • To understand that wide and flat based objects are more stable. • To understand the importance of strength and stiffness in structures. Further Knowledge: • To know the following features of a castle: flags, towers, battlements, turrets, curtain walls, moat, drawbridge and gatehouse - and their purpose. • To know that a façade is the front of a structure. • To understand that a castle needed	

	taste. • To know that similar coloured fruits and vegetables often have similar nutritional benefits.	a result. • To understand what is meant by 'point of sale display.' • To know that CAD stands for a 'Computer-aided design'. • To know what a focus group is by taking part in one.	to be strong and stable to withstand enemy attack. • To know that a paper net is a flat 2D shape that can become a 3D shape once assembled. • To know that a design specification is a list of success criteria for a product.
Skills			
Design	• Describing how climate affects where foods grow.	• Problem solving by suggesting which features on a micro:bit might be useful and justifying my ideas. • Drawing and manipulating 2D shapes, using computer-aided design, to produce a point of sale badge. • Developing design ideas through annotated sketches to create a product concept. • Developing design criteria to respond to a design brief.	• Designing a castle with key features to appeal to a specific person/purpose. • Drawing and labelling a castle design using 2D shapes, labelling: -the 3D shapes that will create the features - materials needed and colours. • Designing and/or decorating a castle tower on CAD software.
Make	• Identifying seasonal ingredients from the UK. • Following the instructions	• Following a list of design requirements. • Writing a program to control (button press) and/or monitor	• Constructing a range of 3D geometric shapes using nets. • Creating special features for

	within a recipe. • Tasting seasonal ingredients. • Peeling foods by hand or with a peeler. • Cutting ingredients safely. • Choosing ingredients based on a design brief.	(sense light) that will initiate a flashing LED algorithm.	individual designs. • Making facades from a range of recycled materials.
Evaluate	• Describing the texture and flavour of ingredients. • Describing the benefits of seasonal fruits and vegetables and the impact on the environment.	• Analysing and evaluating wearable technology. • Using feedback from peers to improve design.	• Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design. • Suggesting points for modification of the individual designs.