Rowan Maple Y3 DT Curriculum Knowledge and Progression Map

Year Group and Class	Autumn Term	Spring Term	Summer Term
Year 3 **Rowan and Maple**	**2.8 VEGETABLE SOUP** Design and make vegetable soup	**LINKED LEVERS** (KAPOW) Design and make linked lever moving monster	**2.6 FRAMED STRUCTURES** Design and make a framed structure - bridge
Breadth	**Cooking and Nutrition** Design and prepare vegetable soup thinking about users, purpose and features. Practise food preparation techniques	**Mechanical Systems** Design and make a linked lever mechanism. Explore pivots, fulcrum, inputs and outputs Measure and cut lengths of wood/card, use drills/different ways of joining. Looking at pivots, levers and stands.	**Structures** Use design inspiration to design and make a truss bridge. Consider strength by triangulation Consider purpose and intended users
Threshold Concepts	Master Practical Skills - Peeling, chopping, snipping, stirring, measuring, frying, simmering Design, make, evaluate, improve. Take inspiration from design - a variety of tinned/prepared soups chunky and smooth	Master Practical Skills - Measuring, cutting, estimating, assembling, joining Design, make, evaluate, improve. Take inspiration from design – hole punch, seesaw, scissors, shaving mirror, litter picker,	Master Practical Skills - Measuring, cutting, estimating, assembling, joining. Design, make, evaluate, improve. Take inspiration from design - Truss bridge
Milestones	Prepare ingredients hygienically using appropriate utensils. Peel, chop, juice, crush, blend. Measure ingredients to the nearest gram accurately.	Cut materials accurately and safely by selecting appropriate tools. Select appropriate joining techniques	Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques

	Follow a recipe. Assemble or cook ingredients (controlling temperature of the oven or hob) Improve upon existing designs, giving reasons for choices. Refine work and techniques as work progresses, continually evaluating the product design.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product Choose suitable techniques to construct products Make products by working efficiently (such as by carefully selecting materials). Refine work and techniques as work progresses, continually evaluating the product design.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product. Design with purpose by identifying opportunities to design. Make products by working efficiently Refine work and techniques as work progresses, continually evaluating the product design. Identify some of the great designers in all of the areas of study to generate ideas for designs. Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work. Use software to design – Paint style programme