

Design and Technology: Processes – Year 3

Previous learning in Year 2:

In Year 2, we created products which used mechanisms such as levers and sliders. We followed a design criteria and made decisions to choose use appropriate materials such as: play dough, plastic and paper to combine parts together. We made sure our products that we made were useful and pleasing for its user.

What (Key vocabulary)

existing	The product is already in the real world
features	The characteristics of a product EG: colour, shape, size
detail	A fine point or aspect of something
annotations	A note to explain or comment on a diagram or text
sketch	A rough or unfinished drawing used to assist a final piece or picture
cross-sectional diagram	An image of the inside of a product – looks like you have cut it in half
mark out	To draw lines onto something so it can be seen clearly
assemble	To fit together separate components
accurate	Something is correct in all detail
analyse	To examine in more detail to explain what something is or how it might work
process	A series of actions or steps needed to be taken to achieve a particular goal
questions	A sentence worded or expressed to gain information

Who (Significant people)

Ada Lovelace	Created the first computer algorithm
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