



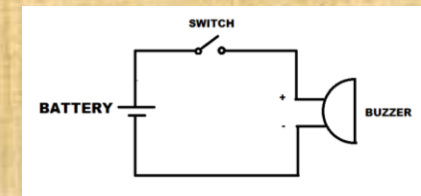
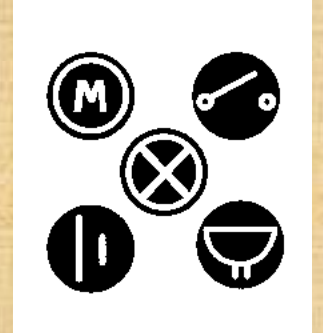
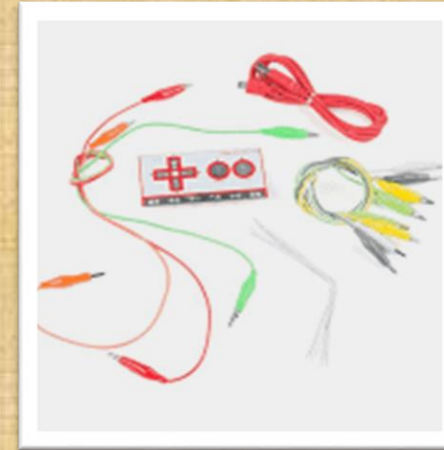
Year 4 D.T. – Electrical Game

– Autumn Term

We use our knowledge learnt in Science to explore electronic games.
We test games and decide on features we would like in our own.

What will we be learning?

- Investigate similar electrical products to give starting points for a design.
- Draw/sketch games to help analyse and understand how products are made.
- Use electrical systems such as switches, bulbs and buzzers.
- Develop vocabulary related to the project.
- Develop more than one design or adaptation of an initial design – research needs of user.
- Plan a sequence of actions to make a product.
- Select from materials according to their functional properties.
- Use appropriate finishing techniques for game.



Key Questions

- What similar products already exist?
- How is an electrical circuit used in this game?
- What equipment will we need?
- Who will be the intended user of this product?



Key Vocabulary

switch	component	circuit	attach
product	current	bulb	test
finishing	conductor	fastening	research
evaluate	user	purpose	design



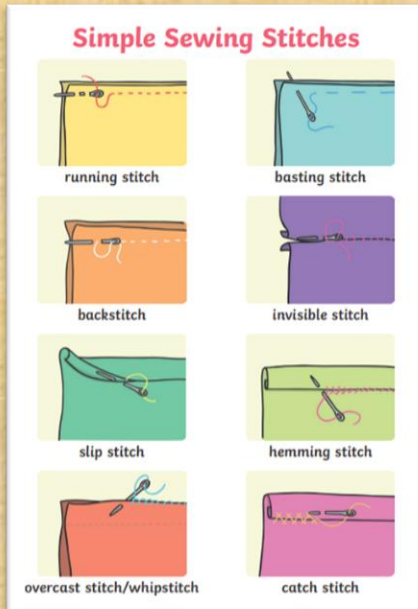
Year 4 D.T. – Textiles - Spring Term

What will we be learning?

- Develop vocabulary related to the project.
- Plan a sequence of actions to make a product.
- Select from techniques for different parts of the process.
- Select from materials according to their functional properties.
- Use appropriate finishing techniques.

Key Questions

- What similar products already exist?
- What features do they include for us to consider?
- What equipment will we need?
- Who will be the intended user of this product?



Key Vocabulary

research	attach	design
product	fastening	stitch
finishing	purpose	seam allowance
evaluate	user	



Year 4 D.T. – Cooking - Summer Term



What will we be learning?

- Investigate different types of bread (types and textures) Risen loaf, sour dough, pitta, focaccia, garlic flat bread
- Understand importance of hygiene in food preparation
- Research the historic staple of bread in ancient civilisations (Egyptian culture)
- Research common methods for making bread (modern-day)
- Use appropriate equipment and ingredients
- Measure out ingredient accurately using appropriate equipment
- Evaluate the outcome of my product
- Create own product (children design their own pitta pizza to bake following bread making)

Key Questions

- What similar products already exist?
- What features do they include for us to consider?
- What equipment will we need?
- Who will be the intended user of this product?

Key Vocabulary

ingredients	hygiene
mixture	knead
dough	Evaluate
shaping	design