
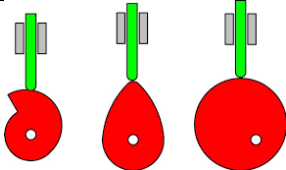







# Year 4 Autumn: Design & Technology Knowledge Mat

## Mechanisms

Key Vocabulary		Technique	Core Knowledge
CAM	A rotating or sliding piece in a mechanical link used especially in a circular motion.		<ul style="list-style-type: none"> <li>➤ to develop design criteria to inform the design of products that are fit for purpose.</li> <li>➤ to generate ideas with confidence for an item considering its purpose and users.</li> <li>➤ to create annotated labelled drawings and when designing and planning, showing materials and components.</li> <li>➤ to begin to apply their understanding of how to strengthen, stiffen and reinforce structures</li> <li>➤ to begin to understand and use mechanical systems in their products.</li> <li>➤ investigate and analyse a range of existing products</li> <li>➤ evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</li> </ul>
Mechanism	A system of parts working together in a machine.		
Dowel	A dowel is a rod, usually made from wood, plastic, or metal.		
Evaluation	The judgement about the value or effectiveness of something.	Products	
Product	An object or substance that is manufactured or refined for sale.	 	
Construction	The action of building something, typically a structure.		
Design	A plan or drawing produced to show the look and function of an object before it is made.		

# Year 4 Spring: Design & Technology Knowledge Mat

## Tudor Biscuits

Key Vocabulary		Technique	Core Knowledge
Ingredients	Foods or substances that are combined to make a particular dish.	 	<ul style="list-style-type: none"> <li>➤ to develop design criteria to inform the design of functional and appealing products that are fit for purpose</li> <li>➤ to generate ideas with confidence for an item considering its purpose and users</li> <li>➤ select from range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), with increasing accuracy</li> <li>➤ select from and use a limited range of materials and components, including construction materials, textiles and ingredients</li> <li>➤ investigate and analyse a range of existing products</li> <li>➤ evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>
Kneading	Kneading is the massaging of bread dough before baking.		
Biscuit-cutter	A device with sharp edges for cutting biscuit dough into a particular shape.		
Baking	The action of cooking food by dry heat without direct exposure to a flame, typically in an oven.	Products	
Degrees Celsius	The degree Celsius (symbol: °C) refers to a specific temperature.		
Design	A plan or drawing produced to show the look and function of an object or product.		

# Year 4 Summer: Design & Technology Knowledge Mat

## Bags

Key Vocabulary		Technique	Core Knowledge
Materials	Foods or substances that are combined to make a particular dish.	 	<ul style="list-style-type: none"> <li>➤ to develop design criteria to inform the design of functional and appealing products that are fit for purpose</li> <li>➤ to generate ideas with confidence for an item considering its purpose and users</li> <li>➤ select from range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining, sewing and finishing), with increasing accuracy</li> <li>➤ select from and use a limited range of materials and components, including construction materials, textiles and ingredients</li> <li>➤ investigate and analyse a range of existing products</li> <li>➤ evaluate their ideas and products against their own design criteria</li> </ul>
Sewing	Sewing is making or mending things with needle and thread.		
Textiles	A type of woven cloth or fabric that can be used for sewing.		
Thread	A long, thin strand of cotton, nylon, or other fibres used in sewing or weaving.	Products	
Running stitch	A needlework stitch consisting of a line of small even stitches which run back and forth through the cloth without overlapping.		
Design	A plan or drawing produced to show the look and function of an object or product.		