End Points for Design Technology Year 3/4		
	Year 3	Year 4
Mechanical systems	 Levers and Linkages Understand and use lever and linkage mechanisms Distinguish between fixed and loose pivots. Know and use technical vocabulary relevant to the project. 	 Pneumatics Understand and use pneumatic mechanisms. Know and use technical vocabulary relevant to the project.
Structures	 Shell structures Develop and use knowledge of how to construct stiff, strong shell structures. Develop knowledge of nets of cubes and cuboids. Know and use technical vocabulary relevant to the project. 	 Structures- CAD Develop and use knowledge of nets of more complex 3-D shapes. Develop and use knowledge of how to construct knowledge of how to construct strong, stiff shell structures accurately. Understand how to use simple CAD to create designs.
Electrical systems		 1)Simple programming and control 2)Simple circuits and switches Understand and use electrical systems in their project incorporating switches, buzzers and bulbs. Know and use technical vocabulary. Apply understanding of computing to program and control their product.
Food	 Healthy and varied diet Know how to use appropriate equipment and utensils to prepare and combine food. Know about a range of fresh and processed ingredients appropriate for their product. Know and use technical vocabulary relevant to the project. 	
Textiles	 2-D shape to 3-D product-textiles Know how to strengthen, stiffen and reinforce existing fabrics. Understand how to securely join two pieces of fabric together. Understand the need for patterns and seam allowance. Know and use technical vocabulary relevant to the project. 	