

YEAR 3 DESIGN TECHNOLOGY

KEY VOCABULARARY

DESIGN

Design is the process of **generating ideas** (thinking of things) and producing **annotated sketches** (labelled drawings) of what you think your product will look like.

Designers **examine** (look at) other **products, collecting information** about how well it works. They then **communicate** ideas by listing how to make it in a clear, **step by step** way.

MAKE

Tools/equipment/materials/components/construction materials: things you need to make your product

Measure/mark out

Assemble/join/combine: how you will put everything together
Strengthen/stiffen/reinforce: ways to make everything stronger

Winder, cable, axle, staves, hoops: parts of a pulley system

STICKY KNOWLEDGE

Cardboard can be made thicker by adding more layers.
There are different ways to join materials (glue, sellotape, blu-tak, split pins).

A winding wheel moves when interlinking cogs turn in opposite direction. The winder turns on the cogs.

PULLEYS & LEVERS

EVALUATE

Compare: look how much the final product looks like the original design

Identify: what went well and what needed changing

Finished product: models

Original design: how you thought it would look before you made it

IMPORTANT PEOPLE AND COMPANIES

Young and Purves were the **architects** who designed the Clipstone headstocks.
Head Wrightson Colliery Engineers were tasked to install the headstocks and
Markham's installed led the winding gear.

