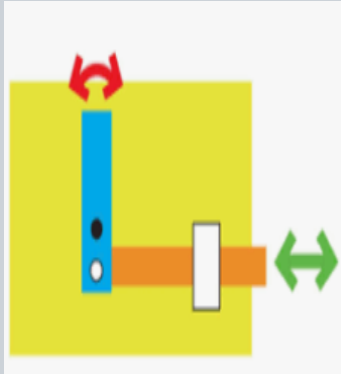
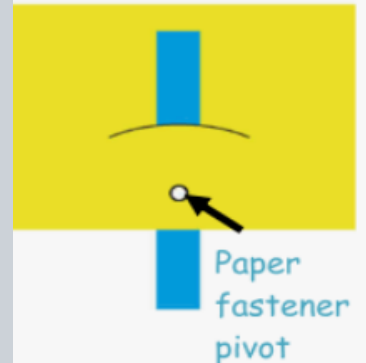


Prior knowledge – our past Design Technology knowledge that will support learning during this enquiry.

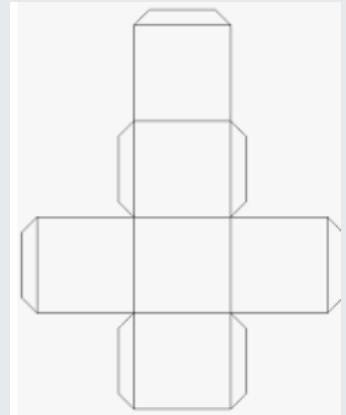
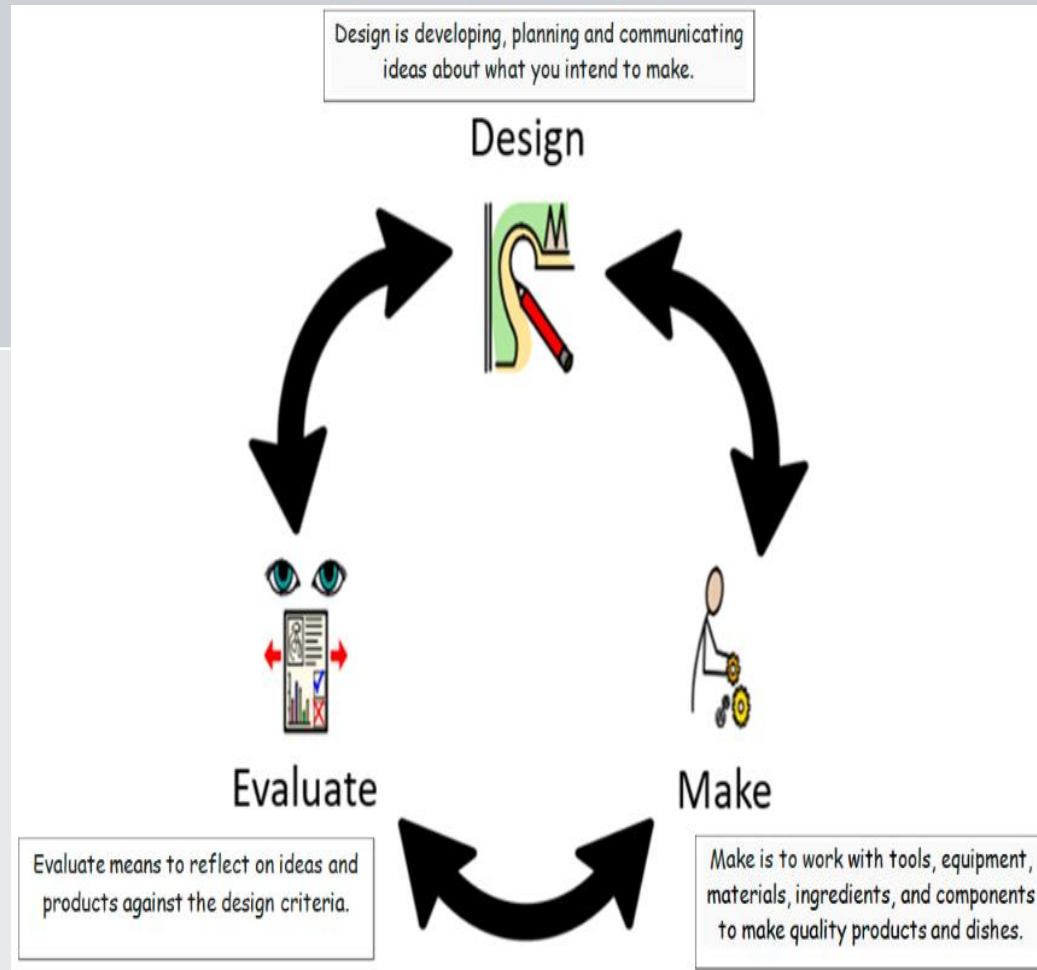
Unit 2



KS1 - Simple lever



Year 3



Preston Primary School Knowledge Organiser

Design Technology

Term: Autumn 1

Year: Unit 3 - Year 3 & 4

Duration: 7 Weeks

How can toy vehicles move?

Questions we will answer during this enquiry

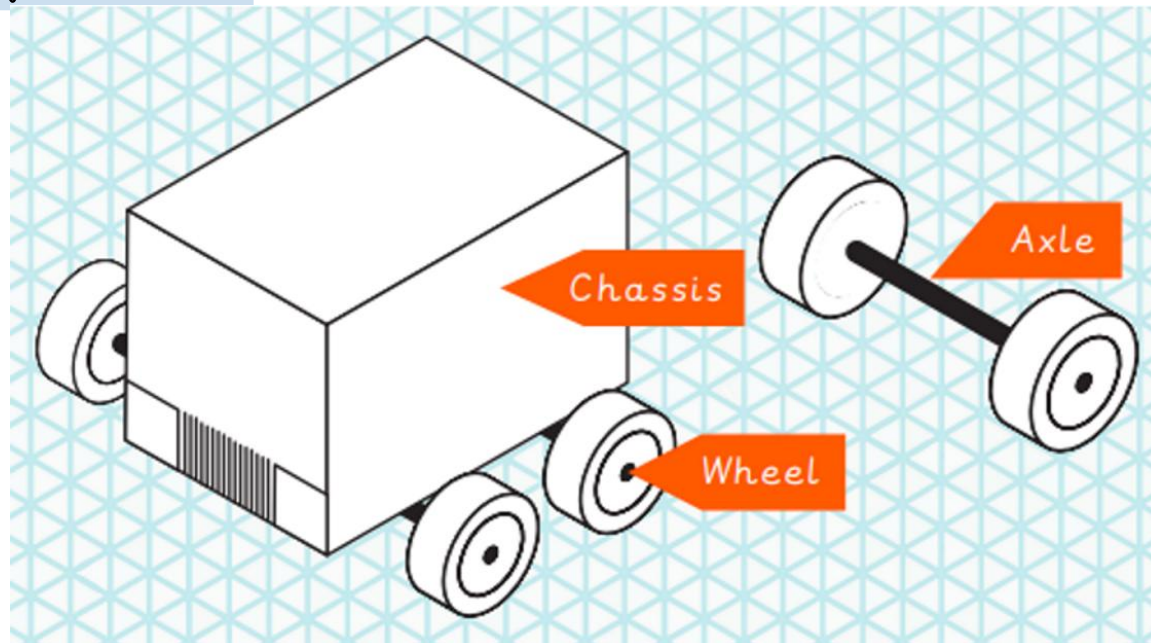
What makes a toy car appealing?

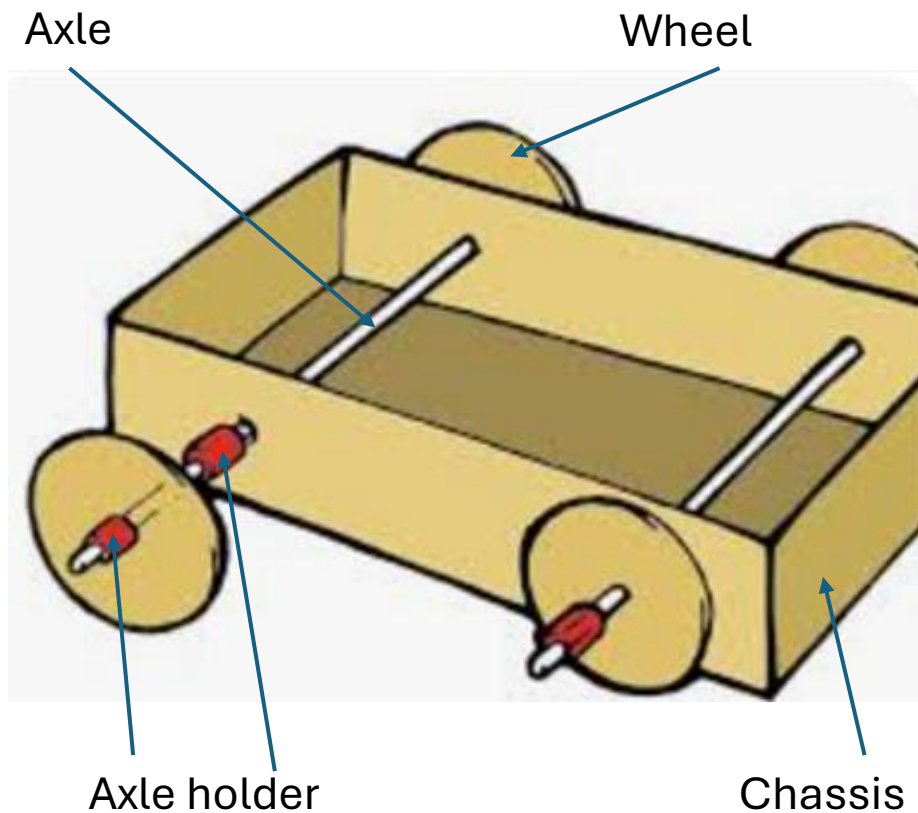
How do the axle and wheels work?

How can we effectively design a toy car?

How can we make a toy car that moves?

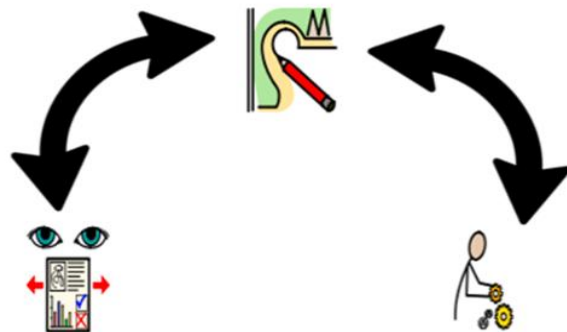
How can we adapt our design to make it faster?





Design is developing, planning and communicating ideas about what you intend to make.

Design



Evaluate



Evaluate means to reflect on ideas and products against the design criteria.

Make



Make is to work with tools, equipment, materials, ingredients, and components to make quality products and dishes.

	Key Vocabulary	
	Design criteria	The crucial things your design must include to be successful.
	Inventor	A person who designs new products to meet a certain purpose.
	Evaluate	The process of thinking about your final product and considering how it could be improved.
	Wheel	A round object that spins around a centre point
	Axle	A straight rod that goes through the wheels and helps them to turn. Axles are attached to the chassis.
	Chassis	The base frame of a vehicle that holds the parts together, The wheels are attached to the chassis.
	Purpose	The reason you have designed your product. What is it designed to do?
	Launch mechanism	We will use an inflated balloon to power our cars. This will be our launch mechanism.