



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
Three

Design Technology Knowledge Organiser

Autumn
Term

Amazing Activities

Investigate a range of
cushions

Key Concepts

- Generate ideas for products after thinking about who will use them and what they will be used for?
- select appropriate tools and techniques for making their product
- reflect on the progress of their work as they design and make, identifying ways they could improve their products
- recognise that the quality of a product depends on how well it is made and how well it meets its intended purpose
- how materials can be combined and mixed to create more useful properties

How comfy is that cushion?



Skills

- Generate ideas for products
- Use annotated sketches to show ideas
- Select appropriate tools and techniques.
- Follow safety procedures
- Assemble/ join materials

Key Vocabulary

Planning	Sketching a labelled diagram of how you want your cushion to be
Design Criteria	The features your cushion must include
Evaluating	To decide if you are happy with your finished product
Felt	A soft material , good for sewing.
Needles	The metal tool used for sewing
Thread	Used to sew the cushion together
Cushion filling	Soft material stuffed inside a cushion

Curriculum Links

- Science,- opportunities to consider different materials
- Art - opportunities to create observational drawings