

DESIGN & TECHNOLOGY - KS1

Through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills need to engage in the process of designing and making. They will **Design, Make and Evaluate**.

KS1 Food Technology (throughout the year)

Use the basic principles of a healthy and varied diet to prepare dishes

Understand where food comes from

Year 1

THROUGHOUT
THE YEAR

- Design purposeful, functional and appealing products
- Generate, model and communicate ideas
- Use range of tools and materials to complete practical tasks
- Evaluate existing products and own ideas
- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use structures and mechanisms (eg, levers, sliders, wheels and axles) in their products

Year 2

THROUGHOUT
THE YEAR

- Design purposeful, functional and appealing products
- Generate, model and communicate ideas
- Use range of tools and materials to complete practical tasks
- Evaluate existing products and own ideas
- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use structures and mechanisms (eg, levers, sliders, wheels and axles) in their products

DESIGN & TECHNOLOGY – KS2

Through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills needed to engage in the process of designing and making. They will **Design, Make** and **Evaluate**.

They will work in a range of relevant contexts (eg, home, school, leisure, culture and the wider environment)

KS2 Food Technology

Understand and apply the principles of a healthy and varied diet

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

Year 3

Lower KS2

THROUGHOUT
THE YEAR

- Use research and criteria to develop products which are fit for purpose
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- Evaluate existing products and improve own work
- Use mechanical systems in own work

Year 4

Lower KS2

THROUGHOUT
THE YEAR

- Use research and criteria to develop products which are fit for purpose
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- Evaluate existing products and improve own work
- Use mechanical systems in own work

DESIGN & TECHNOLOGY – KS2

KS2 Food Technology

Understand and apply the principles of a healthy and varied diet

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

Year 5

Upper KS2

THROUGHOUT
THE YEAR

- Use research and criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams and computer-aided design
- Analyse and evaluate existing products and improve own work
- Use mechanical and electrical systems in own products (for example, gears, pulleys, cams, levers and linkages)
- Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors)
- Apply their understanding of computing to program, monitor and control their products

Year 6

Upper KS2

THROUGHOUT
THE YEAR

- Use research and criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams and computer-aided design
- Analyse and evaluate existing products and improve own work
- Use mechanical and electrical systems in own products (for example, gears, pulleys, cams, levers and linkages)
- Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors)
- Apply their understanding of computing to program, monitor and control their products