

# National Curriculum Coverage D&T

DESIGN	Use research and develop criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
MAKE	Select from and use a wider range of tools and equipment to perform practical tasks accurately (cutting, shaping, joining and finishing)
	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
EVALUATE	Investigate and analyse a range of existing products
	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
TECHNICAL KNOWLEDGE <i>(structures, mechanical systems, electrical systems, computing control)</i>	Understand how key events and individuals in design and technology have helped shape the world
	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
Cooking and Nutrition	Understand and use mechanical systems in their products (Gears, pulleys, cams, levers, linkages)
	Understand and use electrical systems in their products (Series circuits incorporating switches, bulbs, buzzers and motors)
	Apply their understanding of computing to program, monitor and control their products.
	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



# Knowledge, Skills and Understanding Progression

## Lower Key Stage 2

### Year 3

Autumn	<ul style="list-style-type: none"><li>Sewing – ‘peg dolls’ (parental support) knot, tie off, thread needle, star, running or zig zag stitch</li><li>‘Building’ structures</li><li>Bread-based pizza. Knife licence/cutting skills: Bridge, claw and fork secure: some cutting (pre-prepared for stability) &amp; where bread comes from and farming/harvest. Introduce Eat-well plate</li></ul>
Spring	
Summer	Include... *understand how key events and individuals in design and technology have helped shape the world

### Year 4

Autumn	<ul style="list-style-type: none"><li>Sewing – ‘winter decoration’ knot, tie off, thread needle, variety of stitches</li><li>Zoetrope Moving image - structures</li><li>Levers &amp; linkages – ‘moving arm’</li><li>Lego Robots – coding – to control a product</li><li>Burglar alarm – link to science</li></ul>
Spring	
Summer	<ul style="list-style-type: none"><li>Filled Tortilla (not making the tortilla) Could change to soup (design &amp; evaluate &amp; invent own adapted recipe) - GYO: Herbs (for soup)? Knife licence/cutting skills: Bridge, claw and fork secure: limited cutting – some pre-prepared &amp; healthy eating and seasonality</li></ul>



# Knowledge, Skills and Understanding Progression

## Upper Key Stage 2

Year 5

Autumn	<ul style="list-style-type: none"><li>• Climate change activities – structure</li><li>• Rocket – structure</li><li>• Sewing – ‘space flowers’ collage with fabric, some sewing, some fabric glue</li><li>• Balloon Buggies – link to science &amp; forces</li></ul>
Spring	<ul style="list-style-type: none"><li>• Salad – design and make, Knife licence/cutting skills: Bridge, claw and fork secure &amp; healthy eating – Foods around the world GYO: salad leaves to add to salad or edible flowers to embellish salad</li><li>• Gears and pulleys?</li></ul>
Summer	Include... *understand how key events and individuals in design and technology have helped shape the world

Year 6

Autumn	<ul style="list-style-type: none"><li>• Spring Roll (Grab and Go) Knife licence/cutting skills: Bridge, claw and fork secure: Full range of cutting tools, including graters, peelers and scissors &amp; Nutrition and food content link to Health and well-being. GYO spring onions/chives?</li><li>• Sewing – ‘sock/glove creatures’ – adapt to a theme - sewing on buttons</li><li>• CAMs – ‘pop-up head’</li></ul>
Spring	<ul style="list-style-type: none"><li>• Wire-loop game – science link – electricity</li><li>• Earth Day invention – science linked</li><li>• Computing unit - 3D modelling – TinkerCAD</li></ul>
Summer	Include... *understand how key events and individuals in design and technology have helped shape the world