



Sequence of Learning – Design Technology

Learning for the Head, Heart and Hand



Lady Joanna Thornhill Primary School, we have ensured that our Design and Technology curriculum is inspiring, rigorous and practical, engaging all aspects of our school ethos of Head, Heart and Hand and carefully developing our core values of collaboration, curiosity, compassion and resilience. Our vision is for children to leave us with the key knowledge and skills that will support them to engage fully in the design, creation and evaluation of products in a range of different contexts, allowing them to make meaning contributions to society within the design and technology fields.

As they move through the school, our children will design and make products using creativity and imagination that solve real and relevant problems within a variety of contexts. Whilst designing products, they will learn to consider the needs and wants of the end users and the environmental, cultural and ethical impact of the products they and other designers have created. The children will acquire a broad range of subject knowledge; draw on disciplines such as mathematics, science, engineering, computing and art in their design process; and engage in the evaluation of past and present design and technology. Through Design and Technology our children learn how to take risks, becoming resourceful, innovative, enterprising and capable members of the community. They develop a critical understanding of design and technology's impact on daily life, the wider world and aspects of creativity, culture, wealth and wellbeing. During our cooking and nutrition sequence of learning, we instil a love of cooking in children, which will open a door to one of the great expressions of human creativity. As part of their work with food, the children are taught how to cook and apply the principles of nutrition and healthy eating.

Our Design and Technology curriculum is a spiral structure, with essential knowledge and skills revisited with increasing complexity, allowing pupils to revise and build on their previous learning. The curriculum is sequenced into six key areas, which children will return to each year. This starts in Key Stage 1 with Structures, Mechanisms/Mechanical Systems, Textiles, and Food, with Electrical systems and Digital World introduced in Key Stage 2. Throughout the curriculum, teachers will consider the prior and future learning for the children and how the unit they are teaching fits into their wider learning journey.

Our Design and Technology curriculum supports learning for the head, heart and hand.

Design and Technology for the Head:

- Children build and apply a repertoire of knowledge, understanding and skills, in order to design and make high-quality prototypes and products for a wide range of users
- Children will critique, evaluate and test their ideas and products and the work of others
- Children are able to understand and apply the principles of nutrition and learn how to cook

Design and Technology for the Heart:

- Children will be able to develop and explore their creativity and imagination in designing and building a range of different products, solving real world problems
- Children consider the needs of the end user and demonstrate a curious and compassionate attitude towards the design and evaluation process
- Children express themselves through the design of products and through cooking and nutrition, instilling a love of cooking and a life-long passion

Design and Technology for the Hand:

- Children will develop technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world

We assess Design and Technology after each unit, in line with our assessment policy, whilst using strong formative assessment throughout. Children will have opportunities to demonstrate their understanding and knowledge throughout the design process and will also self-evaluate their end products.

Age-related Statutory Coverage

Early Learning Goal	Key Stage One	Key Stage Two
Personal, Social and Emotional Development - Managing Self • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Manage their own basic hygiene and personal needs, including dressing, going to the toilet, and understanding the importance of healthy food choices.	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment]. As part of their work with food, pupils should be taught how to cook and apply the	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment]. As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating.

Physical Development Fine Motor Skills • Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. • Use a range of small tools, including scissors, paint brushes and cutlery. • Begin to show accuracy and care when drawing. Understanding the World - The Natural World • Explore the natural world around them, making observations and drawing pictures of animals and plants. • Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class • Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter. Expressive Arts and Design Creating with Materials • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function. • Share their creations, explaining the process they have used. • Make use of props and materials when	principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life. Design • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Make • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate • Explore and evaluate a range of existing products. • Evaluate their ideas and products against design criteria.	Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life. Design • Use research and develop design 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 [for example, cutting, shaping, joining and finishing], accurately. • 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
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role playing characters in narratives and stories.	Technical knowledge • Build structures, exploring how they can be made stronger, stiffer and more stable. • Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Cooking and nutrition • Use the basic principles of a healthy and varied diet to prepare dishes. • Understand where food comes from.	• Understand how key events and individuals in design and technology have helped shape the world Technical knowledge • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Understand and use mechanical systems in their 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. Cooking and nutrition • 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.
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Learning Journey – Design Technology

Learning for the Head, Heart and Hand



	Structures				
	Skills			Knowledge	
	Design	Make	Evaluate	Technical	Additional
EYFS (Junk modelling)	Making verbal plans and material choices. Developing a junk model.	Improving fine motor/scissor skills with a variety of materials. Joining materials in a variety of ways (temporary and permanent). Joining different materials together. Describing their junk model, and how they intend to put it together.	Giving a verbal evaluation of their own and others' junk models with adult support. Checking to see if their model matches their plan. Considering what they would do differently if they were to do it again. Describing their favourite and least favourite part of their model.	Giving a verbal evaluation of their own and others' junk models with adult support. Checking to see if their model matches their plan. Considering what they would do differently if they were to do it again. Describing their favourite and least favourite part of their model.	
(Boats)	Designing a junk model boat. Using knowledge from exploration to inform design.	Making a boat that floats and is waterproof, considering material choices.	Making predictions about, and evaluating different materials to see if they are waterproof.	To know that 'waterproof' materials are those which do not absorb water.	To know that some objects float and others sink. To know the different parts of a boat.

			Making predictions about, and evaluating existing boats to see which floats best. Testing their design and reflecting on what could have been done differently. Investigating the how the shapes and structure of a boat affect the way it moves.		
Year 1 (Constructing a windmill)	Learning the importance of a clear design criteria. Including individual preferences and requirements in a design.	Making stable structures from card, tape and glue. Learning how to turn 2D nets into 3D structures. Following instructions to cut and assemble the supporting structure of a windmill. Making functioning turbines and axles which are assembled into a main supporting structure.	Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't. Suggest points for improvements.	To understand that the shape of materials can be changed to improve the strength and stiffness of structures. To understand that cylinders are a strong type of structure (e.g. the main shape used for windmills and lighthouses). To understand that axles are used in structures and mechanisms to make parts turn in a circle. To begin to understand that different structures are used for different purposes. To know that a structure is something that has been made and put together.	To know that a client is the person I am designing for. To know that design criteria is a list of points to ensure the product meets the clients needs and wants. To know that a windmill harnesses the power of wind for a purpose like grinding grain, pumping water or generating electricity. To know that windmill turbines use wind to turn and make the machines inside work. To know that a windmill is a structure with sails that are moved by the wind. To know the three main parts

					of a windmill are the turbine, axle and structure.
Year 2 (Baby Bear's Chair)	Generating and communicating ideas using sketching and modelling. Learning about different types of structures, found in the natural world and in everyday objects.	Making a structure according to design criteria. Creating joints and structures from paper/card and tape. Building a strong and stiff structure by folding paper.	Exploring the features of structures. Comparing the stability of different shapes. Testing the strength of own structures. Identifying the weakest part of a structure. Evaluating the strength, stiffness and stability of own structure.	To know that shapes and structures with wide, flat bases or legs are the most stable. To understand that the shape of a structure affects its strength. To know that materials can be manipulated to improve strength and stiffness. To know that a structure is something which has been formed or made from parts. To know that a 'stable' structure is one which is firmly fixed and unlikely to change or move. To know that a 'strong' structure is one which does not break easily. To know that a 'stiff' structure or material is one which does not bend easily.	To know that natural structures are those found in nature. To know that man-made structures are those made by people.
Year 3 (Constructing a Castle)	Designing a castle with key features to appeal to a specific person/purpose. Drawing and labelling a castle design using 2D shapes, labelling: -the 3D shapes that will create the	Constructing a range of 3D geometric shapes using nets. Creating special features for individual designs. Making facades from a	Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design. Suggesting points for	To understand that wide and flat based objects are more stable. To understand the importance of strength and stiffness in structures.	To know the following features of a castle: flags, towers, battlements, turrets, curtain walls, moat, drawbridge and gatehouse - and their purpose.

	features - materials needed and colours. Designing and/or decorating a castle tower on CAD software.	range of recycled materials.	modification of the individual designs.		To know that a façade is the front of a structure. To understand that a castle needed to be strong and stable to withstand enemy attack. To know that a paper net is a flat 2D shape that can become a 3D shape once assembled. To know that a design specification is a list of success criteria for a product.
Year 4 (Pavilions)	Designing a stable pavilion structure that is aesthetically pleasing and selecting materials to create a desired effect. Building frame structures designed to support weight.	Creating a range of different shaped frame structures. Making a variety of freestanding frame structures of different shapes and sizes. Selecting appropriate materials to build a strong structure and cladding. Reinforcing corners to strengthen a structure. Creating a design in accordance with a plan. Learning to create different textural effects with materials.	Evaluating structures made by the class. Describing what characteristics of a design and construction made it the most effective. Considering effective and ineffective designs.	To understand what a frame structure is. To know that a 'free-standing' structure is one which can stand on its own.	To know that a pavilion is a decorative building or structure for leisure activities. To know that cladding can be applied to structures for different effects. To know that aesthetics are how a product looks. To know that a product's function means its purpose. To understand that the target audience means the person or group of people a product is designed for. To know that architects consider light, shadow and patterns when designing.

Year 5 (Bridges)	Designing a stable structure that is able to support weight. Creating a frame structure with a focus on triangulation.	Making a range of different shaped beam bridges. Using triangles to create truss bridges that span a given distance and support a load. Building a wooden bridge structure. Independently measuring and marking wood accurately. Selecting appropriate tools and equipment for particular tasks. Using the correct techniques to saws safely. Identifying where a structure needs reinforcement and using card corners for support. Explaining why selecting appropriating materials is an important part of the design process. Understanding basic wood functional properties.	Adapting and improving own bridge structure by identifying points of weakness and reinforcing them as necessary. Suggesting points for improvements for own bridges and those designed by others.	To understand some different ways to reinforce structures. To understand how triangles can be used to reinforce bridges. To know that properties are words that describe the form and function of materials. To understand why material selection is important based on properties. To understand the material (functional and aesthetic) properties of wood.	To understand the difference between arch, beam, truss and suspension bridges. To understand how to carry and use a saw safely.
Year 6 (Playgrounds)	Designing a playground featuring a variety of different structures, giving careful consideration to how the structures will be used,	Building a range of play apparatus structures drawing upon new and prior knowledge of structures.	Improving a design plan based on peer evaluation. Testing and adapting a design to improve it as it is developed.	To know that structures can be strengthened by manipulating materials and shapes.	To understand what a 'footprint plan' is. To understand that in the real world, design can impact users in positive and

	considering effective and ineffective designs.	Measuring, marking and cutting wood to create a range of structures. Using a range of materials to reinforce and add decoration to structures.	Identifying what makes a successful structure.		negative ways. To know that a prototype is a cheap model to test a design idea.
	Mechanisms/ Mechanical Systems				
	Skills			Knowledge	
	Design	Make	Evaluate	Technical	Additional
Year 1 (Making a moving storybook)	Explaining how to adapt mechanisms, using bridges or guides to control the movement. Designing a moving story book for a given audience.	Following a design to create moving models that use levers and sliders.	Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. Reviewing the success of a product by testing it with its intended audience.	To know that a mechanism is the parts of an object that move together. To know that a slider mechanism moves an object from side to side. To know that a slider mechanism has a slider, slots, guides and an object. To know that bridges and guides are bits of card that purposefully restrict the movement of the slider.	To know that in Design and technology we call a plan a 'design'.
(Wheels and axels)	Designing a vehicle that includes wheels, axles and axle holders, that when combined, will allow the wheels to move.	Adapting mechanisms, when:	Testing wheel and axle mechanisms, identifying what stops the wheels from	To know that wheels need to be round to rotate and move. To understand that for a	To know some real-life items that use wheels such

	Creating clearly labelled drawings that illustrate movement.	- they do not work as they should. - to fit their vehicle design. - to improve how they work after - testing their vehicle.	turning, and recognising that a wheel needs an axle in order to move.	wheel to move it must be attached to a rotating axle. To know that an axle moves within an axle holder which is fixed to the vehicle or toy. To know that the frame of a vehicle (chassis) needs to be balanced.	as wheelbarrows, hamster wheels and vehicles.
Year 2 (Fairground wheel) (Making a moving monster)	Selecting a suitable linkage system to produce the desired motion. Designing a wheel. Creating a class design criteria for a moving monster. Designing a moving monster for a specific audience in accordance with a design criteria.	Selecting materials according to their characteristics. Following a design brief. Making linkages using card for levers and split pins for pivots. Experimenting with linkages adjusting the widths, lengths and thicknesses of card used. Cutting and assembling components neatly.	Evaluating different designs. Testing and adapting a design. Evaluating own designs against design criteria. Using peer feedback to modify a final design.	To know that different materials have different properties and are therefore suitable for different uses. To know that mechanisms are a collection of moving parts that work together as a machine to produce movement. To know that there is always an input and output in a mechanism. To know that an input is the energy that is used to start something working.	To know the features of a ferris wheel include the wheel, frame, pods, a base an axle and an axle holder. To know that it is important to test my design as I go along so that I can solve any problems that may occur. To know some real-life objects that contain mechanisms.

				To know that an output is the movement that happens as a result of the input. To know that a lever is something that turns on a pivot. To know that a linkage mechanism is made up of a series of levers.	
Year 3 (Pneumatic toys)	Designing a toy which uses a pneumatic system. Developing design criteria from a design brief. Generating ideas using thumbnail sketches and exploded diagrams. Learning that different types of drawings are used in design to explain ideas clearly.	Creating a pneumatic system to create a desired motion. Building secure housing for a pneumatic system. Using syringes and balloons to create different types of pneumatic systems to make a functional and appealing pneumatic toy. Selecting materials due to their functional and aesthetic characteristics. Manipulating materials to create different effects by cutting, creasing, folding and weaving.	Using the views of others to improve designs. Testing and modifying the outcome, suggesting improvements. Understanding the purpose of exploded-diagrams through the eyes of a designer and their client.	To understand how pneumatic systems work. To understand that pneumatic systems can be used as part of a mechanism. To know that pneumatic systems operate by drawing in, releasing and compressing air.	To understand how sketches, drawings and diagrams can be used to communicate design ideas. To know that exploded-diagrams are used to show how different parts of a product fit together. To know that thumbnail sketches are small drawings to get ideas down on paper quickly.
Year 4 (Making a slingshot car)	Designing a shape that reduces air resistance. Drawing a net to create a structure from. Choosing shapes that increase	Measuring, marking, cutting and assembling with increasing accuracy. Making a model based on a chosen design.	Evaluating the speed of a final product based on: the effect of shape on speed and the accuracy of workmanship on performance.	To understand that all moving things have kinetic energy. To understand that kinetic energy is the energy that something (object/person)	To understand that products change and evolve over time. To know that aesthetics means how an object or product looks in design and

	or decrease speed as a result of air resistance. Personalising a design.			has by being in motion. To know that air resistance is the level of drag on an object as it is forced through the air. To understand that the shape of a moving object will affect how it moves due to air resistance.	technology. To know that a template is a stencil you can use to help you draw the same shape accurately. To know that a birds-eye view means a view from a high angle (as if a bird in flight). To know that graphics are images which are designed to explain or advertise something. To know that it is important to assess and evaluate design ideas and models against a list of design criteria.
Year 5 (Pop up book)	Designing a pop-up book which uses a mixture of structures and mechanisms. Naming each mechanism, input and output accurately. Storyboarding ideas for a book.	Following a design brief to make a pop up book, neatly and with focus on accuracy. Making mechanisms and/or structures using sliders, pivots and folds to produce movement. Using layers and spacers to hide the workings of mechanical parts for an aesthetically pleasing result.	Evaluating the work of others and receiving feedback on own work. Suggesting points for improvement.	To know that mechanisms control movement. To understand that mechanisms can be used to change one kind of motion into another. To understand how to use sliders, pivots and folds to create paper-based mechanisms.	To know that a design brief is a description of what I am going to design and make. To know that designers often want to hide mechanisms to make a product more aesthetically pleasing.
Year 6	Experimenting with a range of cams, creating a design for	Measuring, marking and checking the accuracy of	Evaluating the work of others and receiving	To understand that the mechanism in an automata	To know that an automata is a hand powered

(Automata toys)	an automata toy based on a choice of cam to create a desired movement. Understanding how linkages change the direction of a force. Making things move at the same time. Understanding and drawing cross-sectional diagrams to show the inner-workings of my design.	the jelutong and dowel pieces required. Measuring, marking and cutting components accurately using a ruler and scissors. Assembling components accurately to make a stable frame. Understanding that for the frame to function effectively the components must be cut accurately and the joints of the frame secured at right angles. Selecting appropriate materials based on the materials being joined and the speed at which the glue needs to dry/set.	feedback on own work. Applying points of improvement to their toys. Describing changes they would make/do if they were to do the project again.	uses a system of cams, axles and followers. To understand that different shaped cams produce different outputs.	mechanical toy. To know that a cross-sectional diagram shows the inner workings of a product. To understand how to use a bench hook and saw safely. To know that a set square can be used to help mark 90° angles.
	Food				
	Skills			Knowledge	
	Design	Make	Evaluate	Cooking and Nutrition	
EYFS (Soup)	Designing a soup recipe as a class. Designing soup packaging.	Chopping plasticine safely. Chopping vegetables with support.	Tasting the soup and giving opinions. Describing some of the following when tasting food: look, feel, smell and taste. Choosing their favourite	To know that soup is ingredients (usually vegetables and liquid) blended together. To know that vegetables are grown. To recognise and name some common vegetables. To know that different vegetables taste different. To know that eating vegetables is good for us.	

			packaging design and explaining why.	To discuss why different packages might be used for different foods.
Year 1 (Fruit and Vegetables)	Designing smoothie carton packaging by-hand or on ICT software.	Chopping fruit and vegetables safely to make a smoothie.	Tasting and evaluating different food combinations. Describing appearance, smell and taste. Suggesting information to be included on packaging.	Understanding the difference between fruits and vegetables. To understand that some foods typically known as vegetables are actually fruits (e.g. cucumber). To know that a blender is a machine which mixes ingredients together into a smooth liquid. To know that a fruit has seeds and a vegetable does not. To know that fruits grow on trees or vines. To know that vegetables can grow either above or below ground. To know that vegetables can come from different parts of the plant (e.g. roots: potatoes, leaves: lettuce, fruit: cucumber).
Year 2 (A balanced diet)	Designing a healthy wrap based on a food combination which work well together.	Slicing food safely using the bridge or claw grip. Constructing a wrap that meets a design brief.	Describing the taste, texture and smell of fruit and vegetables. Taste testing food combinations and final products. Describing the information that should be included on a label. Evaluating which grip was most effective.	To know that 'diet' means the food and drink that a person or animal usually eats. To understand what makes a balanced diet. To know where to find the nutritional information on packaging. To know that the five main food groups are: Carbohydrates, fruits and vegetables, protein, dairy and foods high in fat and sugar. To understand that I should eat a range of different foods from each food group, and roughly how much of each food group. To know that nutrients are substances in food that all living things need to make energy, grow and develop. To know that 'ingredients' means the items in a mixture or recipe. To know that I should only have a maximum of five teaspoons of sugar a day to stay healthy.

				To know that many food and drinks we do not expect to contain sugar do; we call these 'hidden sugars'.
Year 3 (Eating seasonally)	Creating a healthy and nutritious recipe for a savoury tart using seasonal ingredients, considering the taste, texture, smell and appearance of the dish.	Knowing how to prepare themselves and a workspace to cook safely in, learning the basic rules to avoid food contamination. Following the instructions within a recipe.	Establishing and using design criteria to help test and review dishes. Describing the benefits of seasonal fruits and vegetables and the impact on the environment. Suggesting points for improvement when making a seasonal tart.	To know that not all fruits and vegetables can be grown in the UK. To know that climate affects food growth. To know that vegetables and fruit grow in certain seasons. To know that cooking instructions are known as a 'recipe'. To know that imported food is food which has been brought into the country. • To know that exported food is food which has been sent to another country.. • To understand that imported foods travel from far away and this can negatively impact the environment. To know that each fruit and vegetable gives us nutritional benefits because they contain vitamins, minerals and fibre. To understand that vitamins, minerals and fibre are important for energy, growth and maintaining health. To know safety rules for using, storing and cleaning a knife safely. To know that similar coloured fruits and vegetables often have similar nutritional benefits.
Year 4 (Adapting a recipe)	Designing a biscuit within a given budget, drawing upon previous taste testing judgements.	Following a baking recipe, from start to finish, including the preparation of ingredients. Cooking safely, following basic hygiene rules. Adapting a recipe to improve it or change it to	Evaluating a recipe, considering: taste, smell, texture and appearance. Describing the impact of the budget on the selection of ingredients. Evaluating and comparing a range of food products. Suggesting modifications to a recipe (e.g. This biscuit has	To know that the amount of an ingredient in a recipe is known as the 'quantity.' To know that it is important to use oven gloves when removing hot food from an oven. To know the following cooking techniques: sieving, creaming, rubbing method, cooling. To understand the importance of budgeting while planning ingredients for biscuits

		meet new criteria (e.g. from savoury to sweet).	too many raisins, and it is falling apart, so next time I will use less raisins).	
Year 5 (What could be healthier?)	Adapting a traditional recipe, understanding that the nutritional value of a recipe alters if you remove, substitute or add additional ingredients. Writing an amended method for a recipe to incorporate the relevant changes to ingredients. Designing appealing packaging to reflect a recipe.	Cutting and preparing vegetables safely. Using equipment safely, including knives, hot pans and hobs. Knowing how to avoid cross-contamination. Following a step by step method carefully to make a recipe.	Identifying the nutritional differences between different products and recipes. Identifying and describing healthy benefits of food groups.	To understand where meat comes from - learning that beef is from cattle and how beef is reared and processed, including key welfare issues. To know that I can adapt a recipe to make it healthier by substituting ingredients. To know that I can use a nutritional calculator to see how healthy a food option is. To understand that 'cross-contamination' means bacteria and germs have been passed onto ready-to-eat foods and it happens when these foods mix with raw meat or unclean objects.
Year 6 (Come dine with me)	Writing a recipe, explaining the key steps, method and ingredients. Including facts and drawings from research undertaken.	Following a recipe, including using the correct quantities of each ingredient. Adapting a recipe based on research. Working to a given timescale. Working safely and hygienically with independence.	Evaluating a recipe, considering: taste, smell, texture and origin of the food group. Taste testing and scoring final products. Suggesting and writing up points of improvements when scoring others' dishes, and when evaluating their own throughout the planning, preparation and cooking process. Evaluating health and safety in production to minimise cross contamination.	To know that 'flavour' is how a food or drink tastes. To know that many countries have 'national dishes' which are recipes associated with that country. To know that 'processed food' means food that has been put through multiple changes in a factory. To understand that it is important to wash fruit and vegetables before eating to remove any dirt and insecticides. To understand what happens to a certain food before it appears on the supermarket shelf (Farm to Fork).
	Textiles			

	Skills			Knowledge
	Design	Make	Evaluate	
EYFS (Bookmarks)	Discussing what a good design needs. Designing a simple pattern with paper. Designing a bookmark. Choosing from available materials.	Developing fine motor/cutting skills with scissors. Exploring fine motor/threading and weaving (under, over technique) with a variety of materials. Using a prepared needle and wool to practise threading.	Reflecting on a finished product and comparing to their design.	To know that a design is a way of planning our idea before we start. To know that threading is putting one material through an object.
Year 1 (Pouches)	Using a template to create a design for a pouch.	Cutting fabric neatly with scissors. Using joining methods to decorate a pouch. Sequencing steps for construction.	Reflecting on a finished product, explaining likes and dislikes.	To know that 'joining technique' means connecting two pieces of material together. To know that there are various temporary methods of joining fabric by using staples, glue or pins. To understand that different techniques for joining materials can be used for different purposes. To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. To know that drawing a design idea is useful to see how an idea will look.
Year 2 (Puppets)	Designing a puppet.	Selecting and cutting fabrics for sewing. Decorating a puppet using fabric glue or running stitch. Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric.	Troubleshooting scenarios posed by teacher. Evaluating the quality of the stitching on others' work. Discussing as a class, the success of their stitching against the success criteria. Identifying aspects of their peers' work that they particularly like and why.	To know that sewing is a method of joining fabric. To know that different stitches can be used when sewing. To understand the importance of tying a knot after sewing the final stitch. To know that a thimble can be used to protect my fingers when sewing.

		Neatly pinning and cutting fabric using a template.		
Year 3 (Gonks)	Designing and making a template and applying individual design criteria.	Following design criteria to create a gonk. Selecting and cutting fabrics with ease using fabric scissors. Threading needles with greater independence. Tying knots with greater independence. Sewing cross stitch to join fabric. Decorating fabric using appliqué. Completing design ideas with stuffing and sewing the seams and embellishing based on design ideas.	Evaluating an end product and thinking of other ways in which to create similar items.	To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces. To know that when two edges of fabric have been joined together it is called a seam. To know that it is important to leave space on the fabric for the seam. To understand that some products are turned inside out after sewing so the stitching is hidden.
Year 4 (Fastenings)	Writing design criteria for a product, articulating decisions made. Designing a personalised book sleeve.	Making and testing a paper template with accuracy and in keeping with the design criteria. Measuring, marking and cutting fabric using a paper template. Selecting a stitch style to join fabric. Working neatly by sewing small, straight stitches.	Testing and evaluating an end product against the original design criteria. Deciding how many of the criteria should be met for the product to be considered successful. Suggesting modifications for improvement. Articulating the advantages and disadvantages of different fastening types.	To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro. To know that different fastening types are useful for different purposes. To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.

		Incorporating a fastening to a design.		
Year 5 (Stuffed toys)	Designing a stuffed toy, considering the main component shapes required and creating an appropriate template. Considering the proportions of individual components.	Creating a 3D stuffed toy from a 2D design. Measuring, marking and cutting fabric accurately and independently . Creating strong and secure blanket stitches when joining fabric. Threading needles independently. Using appliqué to attach pieces of fabric decoration. Sewing blanket stitch to join fabric. Applying blanket stitch so the spaces between the stitches are even and regular.	Testing and evaluating an end product and giving point for further improvements.	To know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric. To understand that it is easier to finish simpler designs to a high standard. To know that soft toys are often made by creating appendages separately and then attaching them to the main body. To know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely.
Year 6 (Waistcoats)	Designing a waistcoat in accordance to a specification linked to set of design criteria. Annotating designs, to explain their decisions.	Using a template when cutting fabric to ensure they achieve the correct shape. Using pins effectively to secure a template to fabric without creases or bulges. Marking and cutting fabric accurately, in accordance with their	Reflecting on their work continually throughout the design, make and evaluate process.	To understand that it is important to design clothing with the client/ target customer in mind. To know that using a template (or clothing pattern) helps to accurately mark out a design on fabric. To understand the importance of consistently sized stitches.

		design. Sewing a strong running stitch, making small, neat stitches and following the edge. Tying strong knots. Decorating a waistcoat, attaching features (such as appliqué) using thread. Finishing the waistcoat with a secure fastening (such as buttons). Learning different decorative stitches. Sewing accurately with evenly spaced, neat stitches.			
(KS2 Only)	Electrical Systems				
	Skills			Knowledge	
	Design	Make	Evaluate	Technical	Additional
Year 3 (Electric poster)	Carry out research based on a given topic (e.g. The Romans) to develop a range of initial ideas. Generate a final design for the electric poster with consideration to the client's needs and design criteria. Design an electric poster that fits the requirements of a given brief.	Create a final design for the electric poster. Mount the poster onto corrugated card to improve its strength and allow it to withstand the weight of the circuit on the rear. Measure and mark materials out using a template or ruler.	Learning to give and accept constructive criticism on own work and the work of others. Testing the success of initial ideas against the design criteria and justifying opinions. Revisiting the requirements of the client to review developing design ideas and	To understand that an electrical system is a group of parts (components) that work together to transport electricity around a circuit. To understand common features of an electric product (switch, battery or plug, dials, buttons etc.). To list examples of common electric products	To understand the importance and purpose of information design. To understand how material choices (such as mounting paper to corrugated card) can improve a product to serve its purpose (remain rigid without bending when the

	Plan the positioning of the bulb (circuit component) and its purpose.	Fit an electrical component (bulb). Learn ways to give the final product a higher quality finish (e.g. framing to conceal a roughly cut edge).	check that they fulfil their needs.	(kettle, remote control etc.). To understand that an electric product uses an electrical system to work (function). To know the name and appearance of a bulb, battery, battery holder and crocodile wire to build simple circuits.	electrical circuit is attached).
Year 4 (Torches)	Designing a torch, giving consideration to the target audience and creating both design and success criteria focusing on features of individual design ideas.	Making a torch with a working electrical circuit and switch. Using appropriate equipment to cut and attach materials. Assembling a torch according to the design and success criteria.	Evaluating electrical products. Testing and evaluating the success of a final product.	To understand that electrical conductors are materials which electricity can pass through. To understand that electrical insulators are materials which electricity cannot pass through. To know that a battery contains stored electricity that can be used to power products. To know that an electrical circuit must be complete for electricity to flow. To know that a switch can be used to complete and break an electrical circuit.	To know the features of a torch: case, contacts, batteries, switch, reflector, lamp, lens. To know facts from the history and invention of the electric light bulb(s) - by Sir Joseph Swan and Thomas Edison.
Year 5	Identifying factors that could be changed on existing products and explaining how these would alter the form	Altering a product's form and function by tinkering with its configuration. Making a functional series	Carry out a product analysis to look at the purpose of a product along with its strengths and weaknesses.	To know that series circuits only have one direction for the electricity to flow. To know when there is a	To know that product analysis is critiquing the strengths and weaknesses of a product.

(Doodlers)	and function of the product. Developing design criteria based on findings from investigating existing products. Developing design criteria that clarifies the target user.	circuit, incorporating a motor. Constructing a product with consideration for the design criteria. Breaking down the construction process into steps so that others can make the product.	Determining which parts of a product affect its function and which parts affect its form. Analysing whether changes in configuration positively or negatively affect an existing product. Peer evaluating a set of instructions to build a product.	break in a series circuit, all components turn off. To know that an electric motor converts electrical energy into rotational movement, causing the motor's axle to spin. To know a motorised product is one which uses a motor to function.	To know that 'configuration' means how the parts of a product are arranged.
Year 6 (Steady hand game)	Designing a steady hand game - identifying and naming the components required. Drawing a design from three different perspectives. Generating ideas through sketching and discussion. Modelling ideas through prototypes. Understanding the purpose of products (toys), including what is meant by 'fit for purpose' and 'form over function'.	Constructing a stable base for a game. Accurately cutting, folding and assembling a net. Decorating the base of the game to a high quality finish. Making and testing a circuit. Incorporating a circuit into a base.	Testing own and others finished games, identifying what went well and making suggestions for improvement. Gathering images and information about existing children's toys. Analysing a selection of existing children's toys.	To know that batteries contain acid, which can be dangerous if they leak. To know the names of the components in a basic series circuit, including a buzzer.	To know that 'form' means the shape and appearance of an object. To know the difference between 'form' and 'function'. To understand that 'fit for purpose' means that a product works how it should and is easy to use. To know that form over purpose means that a product looks good but does not work very well. To know the importance of 'form follows function' when designing: the product must be designed primarily with the function in mind. To understand the diagram

					perspectives 'top view', 'side view' and 'back'.
(KS2 Only)	Digital World				
	Skills			Knowledge	
	Design	Make	Evaluate	Technical	Additional
Year 3 (Electronic charm)	Problem solving by suggesting potential features on a Micro: bit and justifying my ideas. Developing design ideas for a technology pouch. Drawing and manipulating 2D shapes, using computer-aided design, to produce a point of sale badge.	Using a template when cutting and assembling the pouch. Following a list of design requirements. Selecting and using the appropriate tools and equipment for cutting, joining, shaping and decorating a foam pouch. Applying functional features such as using foam to create soft buttons. Writing a program to control (button press) and/or monitor (sense light) that will initiate a flashing LED algorithm.	Analysing and evaluating an existing product. Identifying the key features of a pouch.	To understand that, in programming, a 'loop' is code that repeats something again and again until stopped. To know that a Micro:bit is a pocket-sized, codeable computer.	To know what the 'Digital Revolution' is and features of some of the products that have evolved as a result. To know that in Design and technology the term 'smart' means a programmed product. To know the difference between analogue and digital technologies. To understand what is meant by 'point of sale display.' To know that CAD stands for 'Computer-aided design'.
Year 4 (Mindful moments timer)	Writing design criteria for a programmed timer (Micro:bit). Exploring different mindfulness strategies. Applying the results of my research to further inform my design criteria.	Developing a prototype case for my mindful moment timer. Creating a 3D structure using a net. Programming a micro:bit in the Microsoft micro:bit editor, to time a set	Investigating and analysing a range of timers by identifying and comparing their advantages and disadvantages. Evaluating my Micro:bit program against points on my design criteria and	To understand what variables are in programming. To know some of the features of a Micro:bit. To know that an algorithm is a set of instructions to be followed by the computer.	To understand the terms 'ergonomic' and 'aesthetic'. To know that a prototype is a 3D model made out of cheap materials, that allows us to test design ideas and make better

	Developing a prototype case for my mindful moment timer. Using and manipulating shapes and clipart by using computer-aided design (CAD), to produce a logo. Following a list of design requirements.	number of seconds/minutes upon button press.	amending them to include any changes I made. Documenting and evaluating my project. Understanding what a logo is and why they are important in the world of design and business. Testing my program for bugs (errors in the code). Finding and fixing the bugs (debug) in my code.	To know that it is important to check my code for errors (bugs). To know that a simulator can be used as a way of checking your code works before installing it onto an electronic device.	decisions about size, shape and materials.
Year 5 (Monitoring devices)	Researching (books, internet) for a particular (user's) animal's needs. Developing design criteria based on research. Generating multiple housing ideas using building bricks. Understanding what a virtual model is and the pros and cons of traditional and CAD modelling. Placing and manoeuvring 3D objects, using CAD. Changing the properties of, or combining one or more 3D objects, using CAD.	Understanding the functional and aesthetic properties of plastics. Programming to monitor the ambient temperature and coding an (audible or visual) alert when the temperature rises above or falls below a specified range.	Stating an event or fact from the last 100 years of plastic history. Explaining how plastic is affecting planet Earth and suggesting ways to make more sustainable choices. Explaining key functions in my program (audible alert, visuals). Explaining how my product would be useful for an animal carer including programmed features.	To know that a 'device' means equipment created for a certain purpose or job and that monitoring devices observe and record. To know that a sensor is a tool or device that is designed to monitor, detect and respond to changes for a purpose. To understand that conditional statements (and, or, if booleans) in programming are a set of rules which are followed if certain conditions are met.	To understand key developments in thermometer history. To know events or facts that took place over the last 100 years in the history of plastic, and how this is changing our outlook on the future. To know the 6Rs of sustainability. To understand what a virtual model is and the pros and cons of traditional vs CAD modelling.
Year 6 (Navigating the world)	Writing a design brief from information submitted by a client. Developing design criteria to fulfil the client's request.	Considering materials and their functional properties, especially those that are sustainable and recyclable (for	Explaining how my program fits the design criteria and how it would be useful as part of a navigation tool. Developing an awareness of	To know that accelerometers can detect movement. To understand that sensors can be useful in products as	To know that designers write design briefs and develop design criteria to enable them to fulfil a client's request.

	Considering and suggesting additional functions for my navigation tool. Developing a product idea through annotated sketches. Placing and manoeuvring 3D objects, using CAD. Changing the properties of, or combining one or more 3D objects, using CAD.	example, cork and bamboo). Explaining material choices and why they were chosen as part of a product concept. Programming an N,E, S, W cardinal compass.	sustainable design. Identifying key industries that utilise 3D CAD modelling and explaining why. Describing how the product concept fits the client's request and how it will benefit the customers. Explaining the key functions in my program, including any additions. Explaining how my program fits the design criteria and how it would be useful as part of a navigation tool. Explaining the key functions and features of my navigation tool to the client as part of a product concept pitch. Demonstrating a functional program as part of a product concept pitch.	they mean the product can function without human input.	To know that 'multifunctional' means an object or product has more than one function. To know that magnetometers are devices that measure the Earth's magnetic field to determine which direction you are facing.
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