DT Curriculum

Objective		Year 1		Year 2				
Pupils	Homes	Flying Kites	Eat More Fruit & Veg	Puppets	Vehicles	Perfect Pizza		
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								
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								
explore and evaluate a range of existing products								
evaluate their ideas and products against design criteria								
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								
use the basic principles of a healthy and varied diet to prepare dishes								
understand where food comes from								

Objective	Year 3			Year 4			Year 5			Year 6		
Púpils	Photo Frames	Moving Monsters	Sandwich Snacks	Pencil Cases	Torches	Seasonal Food	Moving Toys	Building Bridges	Biscuits	Fairgrounds	Shelters	Burgers
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												
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												
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												
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												
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						
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						