Coverage of National Curriculum Objectives

Design and Technology

| Objective Pupils should be taught: | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|--------|--------|--------|--------|--------|--------|
| use the basic principles of a healthy and varied diet to prepare dishes | Х | X | | | | |
| understand where food comes from | Х | | | | | |
| design purposeful, functional, appealing products for themselves and other users based on design criteria | Х | X | | | | |
| generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology | Х | X | | | | |
| select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] | X | x | | | | |
| select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics | X | X | | | | |
| explore and evaluate a range of existing products | Х | | | | | |
| evaluate their ideas and products against design criteria | Х | x | | | | |
| build structures, exploring how they can be made stronger, stiffer and more stable | Х | X | | | | |
| explore and use mechanisms [for example, levers, sliders, wheels and axles], in their | Х | X | | | | |

| products | | | | | |
|---|--|---|---|---|---|
| | | | | | |
| understand and apply the principles of a healthy and varied diet | | | X | Х | Х |
| prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques | | | X | Х | Х |
| understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. | | | | Х | |
| 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 | | X | X | Х | |
| generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design | | X | X | Х | |
| select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately | | X | | | |
| 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 | | X | X | Х | Х |
| investigate and analyse a range of existing products | | | X | Х | |
| evaluate their ideas and products against their own design criteria and consider the views of | | X | X | Х | |

| others to improve their work | | | | |
|---|--|---|---|---|
| understand how key events and individuals in design and technology have helped shape the world | | x | | |
| apply their understanding of how to strengthen, stiffen and reinforce more complex structures | | X | X | Х |
| understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] | | | | Х |
| understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] | | | | Х |
| apply their understanding of computing to program, monitor and control their products. | | | X | х |