DESIGN

Design	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1: Design purposeful, functional, appealing products for themselves and other users based on design criteria. **[DTD1]** KS2: 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. **[DTD2]**	**Splendid Skies** Kites **Paws, Claws and Whiskers** Small World Zoo enclosure **Enchanted Woodland** Gingerbread House **Land Ahoy** Boats (Science Link)	**Healthy Homes and Habitats** Worry Dolls **Street Detectives** Tudor model houses Rapunzel wind up tower (?) **Rumble in the Jungle** Jungle wind up animals **Beachcombers** Finger Puppets	**Predator** Biting Predators (toy) using linkages **I am Warrior** Roman Sandals **Flow** Bridge Design Challenge: How can [ ] cross the river?	**Traders and Raiders** Anglo Saxon Brooch/Cross **Road Trip USA** Family Totem Poles **Playlist** Recycled material musical Instruments Microbit sound / guitar project	**Scream Machine** Theme park cone of fries (packaging) **Pharaohs** Egyptian Shaduf, using lever **Revolution** Christmas Nightlights, using circuits, bulbs and switches Code Microbit to light up when dark and integrate into a nightlight class design (link to Y4/Y6 science) **Stargazers** Moon buggy designs with wheels	**A Child's War** Anderson Shelter **Blood Heart** Homemade stethoscope **Gallery Rebels** Create and programme a security system to protect a precious piece of art (using Microbit). **Hola Mexico!** Design and make own Mexican style meals in groups (menu design) Day of the Dead Hanging Sugar Skulls
KS1: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. **[DTD3]** KS2: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. **[DTD4]**						

MAKE

Make	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1: select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. **[DTM1]** KS2: select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. **[DTM2]**	**Superheroes** Fruit Salad (cutting) **Splendid Skies** Kites **Paws, Claws and Whiskers** Small World Zoo enclosure **Enchanted Woodland** Gingerbread House **Land Ahoy** Boats (Science Link)	**Healthy Homes and Habitats** Worry Dolls Fruit Kebab (cutting) Pasta Salad (cutting) **Street Detectives** Tudor model houses Rapunzel wind up tower (?) **Rumble in the Jungle** Jungle wind up animals **Beachcombers** Finger Puppets	**Predator** Biting Predators (toy) using linkages **Scrumdiddlyumptious** Bread Design Kiddy Cook Day Smoothie **I am Warrior** Roman Sandals **Flow** Bridge Design Challenge: How can [ ] cross the river?	**Traders and Raiders** Anglo Saxon Brooch/Cross **Road Trip USA** Family Totem Poles Blueberry Pancakes **Playlist** Recycled material musical Instruments Microbit sound / guitar project	**Scream Machine** Theme park cone of fries (cutting) **Pharaohs** Egyptian Shaduf, using lever **Revolution** Christmas Nightlights, using circuits, bulbs and switches Code Microbit to light up when dark and integrate into a nightlight class design (link to Y4/Y6 science) **Stargazers** Moon buggy designs with wheels	**A Child's War** Anderson Shelter Make do and mend **Blood Heart** Homemade stethoscope **Gallery Rebels** Create and programme a security system to protect a precious piece of art (using Microbit). **Hola Mexico!** Salsa, guacamole and homemade cheese sauce made for nachos (cutting) Design and make own Mexican style meals in groups (cutting, menu design) Day of the Dead Hanging Sugar Skulls
KS1: Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. **[DTM3]** KS2: 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. **[DTM4]**						

EVALUATE

Evaluate	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1: Explore and evaluate a range of existing products. **[DTE1]** KS2: Investigate and analyse a range of existing products. **[DTE2]**	**Splendid Skies** Kites **Paws, Claws and Whiskers** Small World Zoo enclosure **Enchanted Woodland** Gingerbread House **Land Ahoy** Boats (Science Link)	**Healthy Homes and Habitats** Worry Dolls **Street Detectives** Tudor model houses Rapunzel wind up tower (?) **Rumble in the Jungle** Jungle wind up animals **Beachcombers** Finger Puppets	**Predator** Biting Predators (toy) using linkages **I am Warrior** Roman Sandals **Flow** Bridge Design Challenge: How can [ ] cross the river?	**Traders and Raiders** Anglo Saxon Brooch/Cross **Road Trip USA** Family Totem Poles **Playlist** Recycled material musical Instruments Microbit sound / guitar project	**Scream Machine** Theme park cone of fries (packaging) **Pharaohs** Egyptian Shaduf, using lever **Revolution** Christmas Nightlights, using circuits, bulbs and switches Code Microbit to light up when dark and integrate into a nightlight class design (link to Y4/Y6 science) **Stargazers** Moon buggy designs with wheels	**A Child's War** Anderson Shelter **Blood Heart** Homemade stethoscope **Gallery Rebels** Create and programme a security system to protect a precious piece of art (using Microbit). **Hola Mexico!** Day of the Dead Hanging Sugar Skulls
KS1: Evaluate their ideas and products against design criteria. **[DTE3]** KS2: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. **[DTE4]**						
KS2: Understand how key events and individuals in design and technology have helped shape the world. **[DTE5]**			**I am Warrior** Roman roads **Flow** Famous bridges Bridge Designer: William Brown	**Traders and Raiders** Viking longboats **Road Trip USA** Totem Poles	**Scream Machine** - Roller coaster designers **Revolution** Victorian inventions Industrial revolution **Pharaohs** Pyramids	**A Child's War** Anderson shelter - Sir John Anderson WWII Codebreaking machines **Blood Heart** Stethoscope inventor René Laennec

TECHNICAL KNOWLEDGE

Technical Knowledge	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1: Build structures, exploring how they can be made stronger, stiffer and more stable. **[DTTK1]** KS2: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. **[DTTK2]**	**Splendid Skies** Kites **Paws, Claws and Whiskers** Small World Zoo enclosure **Enchanted Woodland** Gingerbread House **Land Ahoy** Boats (Science Link)	**Street Detectives** Tudor model houses **Rumble in the Jungle** Jungle wind up animals **Beachcombers** Finger Puppets	**Predators** Biting Predators (toy) using linkages **I am Warrior** Roman Sandals **Flow** Bridge Design Challenge: How can [ ] cross the river?	**Road Trip USA** Family Totem Poles **Playlist** Recycled material musical Instruments	**Pharaohs** Egyptian Shaduf, using lever **Stargazers** Moon buggy designs with wheels	**A Child's War** Anderson Shelter
KS1: Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. **[DTTK3]** KS2: Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]. **[DTTK4]**	**Moon Zoom** Rocket lever picture	**Street Detectives** –Rapunzel wind up tower OR **Rumble in the Jungle** – Jungle wind up animals	**Predators** Biting Predators (toy) using linkages		**Pharoahs** Egyptian Shaduf, using lever. **Stargazers** – Moon buggy designs with wheels	
KS2: Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]. **[DTTK5]**					**Revolution** Christmas Nightlights, using circuits, bulbs and switches Code Microbit to light up when dark and integrate into a nightlight class design (link to Y4/Y6 science)	**Gallery Rebels** Create and programme a security system to protect a precious piece of art (using Microbit).
KS2: Apply their understanding of computing to program, monitor and control their products. **[DTTK6]**				**Playlist** Microbit sound / guitar project	**Revolution** Christmas Nightlights, using circuits, bulbs and switches Code Microbit to light up when dark and integrate into a nightlight class design (link to Y4/Y6 science)	**Gallery Rebels** Create and programme a security system to protect a precious piece of art (using Microbit).

COOKING AND NUTRITION

Cooking and Nutrition	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1: Use the basic principles of a healthy and varied diet to prepare dishes. **[DTCN1]** KS2: Understand and apply the principles of a healthy and varied diet. **[DTCN2]**	**Superheroes** Fruit Salad	**Healthy Homes and Habitats** Fruit Kebab Pasta Salad	**Scrumdiddlyumptious** Bread Design Kiddy Cook Day Smoothie	**Road Trip USA** Blueberry Pancakes	**Scream Machine** Theme park cone of fries	**Hola Mexico!** Salsa, guacamole and homemade cheese sauce made for nachos Design and make own Mexican style meals in groups
KS2: Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. **[DTCN3]**			**Scrumdiddlyumptious** Bread Design Kiddy Cook Day Smoothie	**Road Trip USA** Blueberry Pancakes	**Scream Machine** Theme park cone of fries	**Hola Mexico!** Salsa, guacamole and homemade cheese sauce made for nachos Design and make own Mexican style meals in groups
KS1: Understand where food comes from. **[DTCN4]** KS2: Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. **[DTCN5]**	**Superheroes** Discuss ingredients and where they come from	**Healthy Homes and Habitats** Discuss ingredients and where they come from	**Scrumdiddlyumptious** Discuss ingredients and where they come from	**Road Trip USA** Discuss ingredients and where they come from	**Scream Machine** Discuss ingredients and where they come from	**Hola Mexico!** Discuss ingredients and where they come from