

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1	Food: Preparing Food and Vegetables	Textiles: Templates and joining techniques	Mechanisms: Wheels and Axles	Food: Field to Fork - Grow your own	Structures: Freestanding Structures	Mechanisms: Sliders and Leavers
Year One	<p>Design</p> <ul style="list-style-type: none"> Designing appealing products for user Generating ideas and communicating through discussions and drawings <p>Make</p> <ul style="list-style-type: none"> Selecting a range of ingredient that could work well together. Using simple utensils and equipment. <p>Evaluate Evaluating final product against original design criteria.</p>	<p>Design</p> <ul style="list-style-type: none"> Design a functional, appealing product for a chosen user or purpose (bendy phonics cards bag, puppet, pouch). Generate, develop and communicate ideas (purpose and innovation) <p>Make</p> <ul style="list-style-type: none"> Use a range of techniques, tools and equipment to perform practical task (material glue, plastic needle and thread) <p>Evaluate</p> <ul style="list-style-type: none"> Understand that 3-D textiles are made by making 2 identical shapes. Explore and evaluate a range of existing products 	<p>Design</p> <ul style="list-style-type: none"> Generate ideas and simple design criteria Develop and communicate ideas through drawings <p>Make</p> <ul style="list-style-type: none"> Select a range of tools and materials to produce functionality and purpose. <p>Evaluate</p> <ul style="list-style-type: none"> <u>Explore wheels and axles</u> and evaluate their ideas and products against original criteria. 	<p>Design</p> <ul style="list-style-type: none"> Design your own herb garden. Develop ideas through drawing and discussion. <p>Make</p> <ul style="list-style-type: none"> Know what helps plants to grow. Plant a selection of seeds and decide on their best environment for growing. <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate the process of planting a herb garden and observe and comment on the rates of growth. 	<p>Design</p> <ul style="list-style-type: none"> Explore existing freestanding structures (outdoor furniture, pot plants) Generate design ideas using recyclable items (eco bricks, iWill project collaboration) Explain design using talk and drawings (purpose) Design a purposeful structure <p>Make</p> <ul style="list-style-type: none"> <u>Know about strengthening structures exploring how they can be made stronger, stiffer and more stable.</u> Select from and use a wide range of materials <u>to build structures.</u> <p>Evaluate Evaluating final product</p>	<p>Design</p> <ul style="list-style-type: none"> Generating, modelling and communicating ideas Making a mock-up model Exploring books and products; evaluating own product against original criteria <p>Make</p> <ul style="list-style-type: none"> Understanding types of movement. Know how to create movement with sliders and leavers. Select appropriate tools and materials <p>Evaluate Evaluate final product from their mock-up model</p>

					against their design and existing structures.	
Year Two	<p>Design</p> <ul style="list-style-type: none"> Designing appealing products for user Generating ideas and communicating through discussions and drawings <p>Make</p> <ul style="list-style-type: none"> Selecting a range of ingredient that could work well together. Using simple utensils and equipment. <p>Evaluate</p> <p>Tasting and evaluating final product against original design criteria.</p>	<p>Design</p> <ul style="list-style-type: none"> Design a functional, appealing product for a chosen user or purpose (bendy timetable card pouch) Generate, develop and communicate ideas <p>Make</p> <ul style="list-style-type: none"> Use a range of techniques, tools and equipment to perform practical task (material glue, plastic needle and thread) <p>Evaluate</p> <ul style="list-style-type: none"> Understand that 3-D textiles are made by making 2 identical shapes. Explore and evaluate a range of existing products. 	<p>Design</p> <ul style="list-style-type: none"> Generate ideas and simple design criteria Develop and communicate ideas through drawings <p>Make</p> <ul style="list-style-type: none"> Select a range of tools and materials to produce functionality and purpose. <p>Evaluate</p> <p><u>Explore wheels and axles</u> and evaluate their ideas and products against original criteria</p>	<p>Design</p> <ul style="list-style-type: none"> Design your own herb garden. Develop ideas through drawing and discussion. <p>Make</p> <ul style="list-style-type: none"> Know what helps plants to grow. Plant a selection of seeds and decide on their best environment for growing. Find out what different herbs are commonly used for. <p>Evaluate</p> <p>Evaluate the process of planting a herb garden and observe and comment on the rates of growth.</p>	<p>Design</p> <ul style="list-style-type: none"> Explore existing freestanding structures (outdoor furniture, pot plants) Generate design ideas using recyclable items (eco bricks) Explain design using talk and drawings <p>Make</p> <ul style="list-style-type: none"> <u>Know about strengthening structures exploring how they can be made stiffer, stronger and more stable.</u> <p>Evaluate</p> <ul style="list-style-type: none"> Evaluating their final product against their design and existing structures. 	<p>Design</p> <ul style="list-style-type: none"> Generating, modelling and communicating ideas Making a mock-up model Exploring books and products; evaluating own product against original criteria <p>Make</p> <ul style="list-style-type: none"> Understanding types of movement. Know how to create movement with sliders and leavers. Select appropriate tools and materials <p>Evaluate</p> <p>Evaluate final product from their mock-up model.</p>

Lower KS2	Food- Healthy and Varied Diet	Textiles 2D shape to 3D product	Mechanical systems: Lever and linkages	Food: Field to Fork - Local produce	Structures: Shell structures	Electrical systems: Simple circuits and switches
Year Three	<p>Design</p> <ul style="list-style-type: none"> Designing appealing products for specific user Generating ideas and communicating through discussions and drawings (labelling plan). <p>Make</p> <ul style="list-style-type: none"> Selecting a range of ingredient that could work well together. Using simple utensils and equipment. <p>Evaluate</p> <ul style="list-style-type: none"> Tasting and evaluating final product against original design criteria. 	<p>Design</p> <ul style="list-style-type: none"> Generate design criteria for an appealing, functional product for specific users. Produce annotated sketches and prototypes Investigate a range of 3-D textile products Understand that 3-D textiles are made by making 2 identical shapes. <p>Make</p> <ul style="list-style-type: none"> Select from a range of tools and materials to perform a task <p>Evaluate</p> <p>Evaluate their product against design criteria and how to improve.</p>	<p>Design</p> <ul style="list-style-type: none"> Generate realistic ideas and use annotated sketches and prototypes to develop model. Design purposeful and functional product <u>Explore existing products with levers and linkages</u> <p>Make</p> <ul style="list-style-type: none"> Select and use tools with some accuracy to cut, shape and join paper and card <p>Evaluate</p> <p>Test and evaluate products</p>	<p>Design</p> <ul style="list-style-type: none"> Use research to find out about food produced in Norfolk. Explore the impact of seasonality. Design a snack using locally sourced produce. <p>Make</p> <ul style="list-style-type: none"> Use locally sourced produce to make a healthy snack. Use simple utensils and equipment independently. <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate the pro's and con's of shopping locally. 	<p>Design</p> <ul style="list-style-type: none"> Use research to inform the design of innovative, functional products fit for purpose. <u>Explore how structures can be made stronger, stiffer and more stable.</u> Explain design using talk and drawings. <p>Make</p> <ul style="list-style-type: none"> Select from and use a wide range of materials and components, according to their characteristics <u>Construct strong, stiff shell structures that meet eco criteria.</u> <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate their ideas against design criteria. Consider the views of others to improve their design ideas. 	<p>Design</p> <ul style="list-style-type: none"> <u>Learn about what is a simple circuit.</u> Use annotated sketches to communicate ideas. <u>Understand and use electrical systems in their products such as series circuits incorporating switches, bulbs and buzzers</u> <p>Make</p> <ul style="list-style-type: none"> Pupils design and make a purposeful product using electric circuit. <p>Evaluate</p> <p>Understand how key events/ people in D&T have helped shape the world.</p>

<p>Year Four</p>	<p>Design</p> <ul style="list-style-type: none"> Designing appealing products for specific user Generating ideas and communicating through discussions and drawings (labelling plan). <p>Make</p> <ul style="list-style-type: none"> Selecting a range of ingredient that could work well together. Using simple utensils and equipment. <p>Evaluate</p> <p>Tasting and evaluating final product against original design criteria.</p>	<p>Design</p> <ul style="list-style-type: none"> Generate design criteria for an appealing, functional product for specific users. Produce annotated sketches and prototypes Investigate a range of 3-D textile products Understand that 3-D textiles are made by making 2 identical shapes. <p>Make</p> <ul style="list-style-type: none"> Select from a range of tools and materials to perform a task <p>Evaluate</p> <p>Evaluate their product against design criteria and how to improve.</p>	<p>Design</p> <ul style="list-style-type: none"> Generate realistic ideas and use annotated sketches and prototypes to develop model. Design purposeful and functional product <u>Explore existing products with levers and linkages</u> <p>Make</p> <ul style="list-style-type: none"> Select and use tools with some accuracy to cut, shape and join paper and card <p>Evaluate</p> <p>Test and evaluate products.</p>	<p>Design</p> <ul style="list-style-type: none"> Use research to find out about food produced in Norfolk. Explore the impact of seasonality. Design a snack using locally sourced produce, including packaging and name. <p>Make</p> <ul style="list-style-type: none"> Use locally sourced produce to make a healthy snack. Use simple utensils and equipment independently. Use available resources to create your packaging. <p>Evaluate</p> <p>Tasting and evaluating final product against original design criteria.</p>	<p>Design</p> <ul style="list-style-type: none"> Use research to inform the design of innovative, functional products fit for purpose. <u>Explore how structures can be made stronger, stiffer and more stable.</u> Explain design using talk and drawings. <p>Make</p> <ul style="list-style-type: none"> Select from and use a wide range of materials and components, according to their characteristics <u>Construct strong, stiff shell structures that meet eco criteria.</u> <p>Evaluate</p> <p>Evaluate their ideas against design criteria. Consider the views of others to improve their design ideas.</p>	<p>Design</p> <ul style="list-style-type: none"> <u>Learn about what is a simple circuit.</u> Use annotated sketches to communicate ideas. <u>Understand and use electrical systems in their products such as series circuits incorporating switches, bulbs and buzzers.</u> <p>Make</p> <ul style="list-style-type: none"> Pupils design and make a purposeful product using electric circuit. <p>Evaluate</p> <p>Understand how key events/people in D&T have helped shape the world.</p>
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Upper KS2	Food: Culture and seasonality	Textiles: Combining different fabric shapes	Mechanical Systems: Pulleys and Gears	Food: Field to Fork	Structures: Frame Structures	Electrical Systems: More complex switches and circuits
Year Five	<p>Design</p> <ul style="list-style-type: none"> Explore a range of innovative ideas through research and discussion to develop a design brief Write a step by step recipe, including a list of ingredients, utensils and equipment (savoury) Understand and apply seasonality and the source of different food products. <p>Make</p> <ul style="list-style-type: none"> Use appropriate utensils and equipment accurately, make decorate and present food Applications of cooking processes <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate food outcome based on ideas planned. Consider view of others and 	<p>Design</p> <ul style="list-style-type: none"> Generate and communicate innovative ideas through research. Create pattern pieces with annotated diagrams <p>Make</p> <ul style="list-style-type: none"> Select from and use a range of materials and equipment to perform practical tasks accurately. Combine different shapes to create a functional and purposeful product <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Evaluate their ideas against design criteria and consider views of others to improve. 	<p>Design</p> <ul style="list-style-type: none"> Generate realistic ideas and use annotated sketches and prototypes to develop model. Design purposeful and functional product <u>Explore existing products with pulleys and gears</u> <p>Make</p> <ul style="list-style-type: none"> Select and use tools with accuracy. Apply technical knowledge to create a mechanical system <p>Evaluate</p> <p>Test and evaluate products.</p>	<p>Design</p> <ul style="list-style-type: none"> Explore a range of innovative ideas through research and discussion to develop a design brief Write a step by step recipe, including a list of ingredients, utensils and equipment (savoury) Understand the source of different food products. <p>Make</p> <ul style="list-style-type: none"> Use appropriate utensils and equipment accurately, make decorate and present food Applications of cooking processes <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate their ideas and products against their own design criteria and 	<p>Design</p> <ul style="list-style-type: none"> Research user needs of existing products Develop and innovate design ideas. Create a design that is fit for purpose and functionality. <p>Make</p> <ul style="list-style-type: none"> <u>Apply technical knowledge of how to strengthen, stiffen and reinforce more complex structures</u> Select from a range of materials based on their functional properties and aesthetic qualities. <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Evaluate their ideas against design criteria and consider 	<p>Design</p> <ul style="list-style-type: none"> Develop a design for a functional product that will solve a problem for a user. Design a step by step plan to show understanding of how to apply an electrical system to their product. <u>Know and use technical terminology relevant to project, for example, series circuits, incorporating switches, bulbs, buzzers and motors.</u> <p>Make</p> <ul style="list-style-type: none"> Apply their design criteria to make a product using an electrical system. <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Test and evaluate product

	<ul style="list-style-type: none"> improve ideas. Consider the affordability. 			<ul style="list-style-type: none"> consider the views of others. 	<ul style="list-style-type: none"> views of others to improve. 	
Year Six	<p>Design</p> <ul style="list-style-type: none"> Explore a range of innovative ideas through research and discussion to develop a design brief Write a step by step recipe, including a list of ingredients, utensils and equipment (savoury) Understand and apply seasonality and the source of different food products. <p>Make</p> <ul style="list-style-type: none"> Use appropriate utensils and equipment accurately, make decorate and present food Applications of cooking processes <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate food outcome based on ideas planned. Consider view of others and improve ideas. 	<p>Design</p> <ul style="list-style-type: none"> <u>Use CAD (computer based art and design) to assist in making accurately designed products.</u> Generate and communicate innovative ideas through research. Create pattern pieces with annotated diagrams. <p>Make</p> <ul style="list-style-type: none"> Select from and use a range of materials and equipment to perform practical tasks accurately. Combine different shapes to create a functional and purposeful product <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Evaluate their 	<p>Design</p> <ul style="list-style-type: none"> Generate realistic ideas and use annotated sketches and prototypes to develop model. Design purposeful and functional product Explore existing products with pulleys and gears <p>Make</p> <ul style="list-style-type: none"> Select and use tools with accuracy. Apply technical knowledge to create a mechanical system <p>Evaluate</p> <p>Test and evaluate products.</p>	<p>Design</p> <ul style="list-style-type: none"> Explore a range of innovative ideas through research and discussion to develop a design brief Write a step by step recipe, including a list of ingredients, utensils and equipment (savoury) Understand and apply seasonality and the source of different food products. <p>Make</p> <ul style="list-style-type: none"> Use appropriate utensils and equipment accurately, make decorate and present food Applications of cooking processes. <p>Evaluate</p> <ul style="list-style-type: none"> Evaluate food outcome based on ideas planned. Consider view of 	<p>Design</p> <ul style="list-style-type: none"> Research user needs of existing products Develop and innovate design ideas. Create a design that is fit for purpose and functionality. <p>Make</p> <ul style="list-style-type: none"> Apply technical knowledge of structures Select from a range of materials based on their functional properties and aesthetic qualities. <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Evaluate their ideas against design criteria and consider views of others to improve. 	<p>Design</p> <ul style="list-style-type: none"> Develop a design for a functional product that will solve a problem for a user. Design a step by step plan to <u>show understanding of how to apply an electrical system</u> to their product. Know and use technical terminology relevant to project <p>Make</p> <ul style="list-style-type: none"> Apply their design criteria to make a product using an electrical system. <p>Evaluate</p> <ul style="list-style-type: none"> Investigate and evaluate a range of existing products Test and evaluate product.

	<ul style="list-style-type: none"> Consider the affordability. 	<p>ideas against design criteria and consider views of others to improve.</p>		<p>others and improve ideas.</p> <ul style="list-style-type: none"> Consider the affordability 		
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Technical Knowledge

All technical knowledge is underlined throughout the curriculum which supports the design, make and evaluate process of our Design and Technology curriculum.