



## Curriculum – Design Technology

Knowledge and Skills

**Courage**

**Resilience**

**Honesty**

**Kindness**

Matthew 7:24 - "Therefore everyone who hears these words of mine and puts them into practice is like a wise man who built his house on the rock"

## Features

At Key Stages 1 and 2, the knowledge progression takes full account of the national curriculum's strands of:

- Designing
- Making
- Evaluating
- Using technical knowledge
- Food technology

Skills are dependent on specific knowledge. A skill is the capacity to perform and in order to perform a deep body of knowledge needs to be acquired and retained.

These knowledge statements should be what pupils retain for ever. In other words, this knowledge is within their long-term memory and will be retained

## Knowledge and Skills Progression in Design Technology– Reception Development Matters Statements

- Return to and build on their previous learning, refining ideas and developing their ability to represent them. (EAD)
- Create collaboratively, sharing ideas, resources and skills. (EAD)
- Compose and decompose shapes so that children recognise a shape can have other shapes within it. (M)

## Early Learning Goals feeding into National Curriculum – Design Technology

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. (EAD)
- Share their creations, explaining the process they have used. (EAD)

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## National Curriculum Subject Content

Strand	Designing	Making	Evaluating	Technical Knowledge	Food Technology
<b>Key Stage 1</b>	<ul style="list-style-type: none"> <li>• Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>• Generate, develop, model and communicate their ideas through talking, drawing, templates</li> </ul>	<ul style="list-style-type: none"> <li>• Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</li> <li>• Select from and use a wide range of materials and components, including construction materials, textiles and ingredients</li> </ul>	<ul style="list-style-type: none"> <li>• Explore and evaluate a range of existing products.</li> <li>• Evaluate their ideas and products against design criteria</li> </ul>	<ul style="list-style-type: none"> <li>• Build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>• Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products</li> </ul>	<ul style="list-style-type: none"> <li>• Use the basic principles of a healthy and varied diet to prepare dishes.</li> <li>• Understand where food comes from.</li> </ul>
<b>Key Stage 2</b>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li> </ul>	<ul style="list-style-type: none"> <li>• Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately</li> <li>• 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.</li> </ul>	<ul style="list-style-type: none"> <li>• Investigate and analyse a range of existing products.</li> <li>• Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</li> <li>• Understand how key events and individuals in design and technology have helped shape the world.</li> </ul>	<ul style="list-style-type: none"> <li>• Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li> <li>• Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</li> <li>• Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>• Apply their understanding of computing to program, monitor and control their product</li> </ul>	<ul style="list-style-type: none"> <li>• Understand and apply the principles of a healthy and varied diet.</li> <li>• Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</li> <li>• Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed</li> </ul>

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