

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Medieval Banquets	Medieval Banquets	Explorers - Ship Building	Materials - Blood Bones and Body Bits!	Moving Books - Dr Palmer	Moving Books - Dr Palmer
2	Tudors - Historical Buildings	Tudors - Historical Buildings	Crowns	Crowns	Cooking - Healthy Eating Salads	Cooking - Healthy Eating Salads
3	Cooking - Ancient China / Chinese	Cooking - Ancient China / Chinese	Lighting Up	Lighting UP	Containers - computing	Containers - computing
4	Ancient Egyptian Builders	Ancient Egyptian Builders	Cooking - Romans / Pizza	Cooking - Romans / Pizza	Circuits - Motors and Buzzers	Circuits - Motors and Buzzers
5	Clothing - Vikings	Clothing - Vikings	Primitive Tools - Stone Age	Primitive Tools - Stone Age	Cooking - Ancient Greeks / Greek foods	Cooking - Ancient Greeks / Greek foods
6	Structures - Bridges linked to Brunel	Structures - Bridges linked to Brunel	Cooking - Potato Dishes	Cooking - Potato Dishes	Mayan Construction	Mayan Construction

Design and Technology Skills Ladder

Key Stage 1

Design

- ✓ 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

Make

- ✓ 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

Evaluate

- ✓ explore and evaluate a range of existing products
- ✓ evaluate their ideas and products against design criteria

Technical knowledge

- ✓ 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

Cooking and nutrition

- ✓ how to cook and apply the principles of nutrition and healthy eating
- ✓ use the basic principles of a healthy and varied diet to prepare dishes
- ✓ understand where food comes from.

Lower Key Stage 2

Design

- ✓ 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

Make

- ✓ 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

Evaluate

- ✓ 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

Technical knowledge

- ✓ apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- ✓ 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.

Cooking and nutrition

- ✓ understand and apply the principles of nutrition and learn how to cook.
- ✓ 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.

Upper Key Stage 2

- ✓ develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- ✓ build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- ✓ critique, evaluate and test their ideas and products and the work of others

Design

- ✓ 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

Make

- ✓ 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

Evaluate

- ✓ 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

Technical Knowledge

- ✓ 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]

Cooking and nutrition

- ✓ understand and apply the principles of nutrition and learn how to cook.

- | | |
|--|--|
| | <ul style="list-style-type: none">✓ 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. |
|--|--|