DESIGN AND TECHNOLOGY CURRICULUM OVERVIEW							
- 3-67		Year 1		Year 2			
Key Stage 1 – Subject Content Scheme of Work – Projects on a Page National Curriculum		Free standing structures	Fruit salad	Vehicles	Puppets	Preparing vegetables	
Design Design purposeful, functional, appealing products for themselves and other users based on design criteria	√	√	√	✓	√	√	
Design 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]	✓	√	~	~	✓	~	
Make 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 Evaluate their ideas and products against design criteria	✓	✓	✓	✓	✓	✓	
Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable		√		√	√		
Technical knowledge Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	√			√			
Cooking and Nutrition Use the basic principles of a healthy and a varied diet			√			√	
Cooking and Nutrition Understand where food comes from			✓			✓	

DESIGN AND TECHNOLOGY CURRICULUM OVERVIEW						
	Year 3			Year 4		
Key Stage 2 – Subject Content Scheme of Work – Projects on a Page	Packaging	Lights up	Sandwiches	Moving portraits	Money containers	Healthy food
National Curriculum						
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	✓	✓	✓	✓	√	√
Design 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	✓	√	~	√	√	✓
Make 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 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	✓	✓	~	✓	√	✓
Evaluate 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	✓			√		
Technical knowledge Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]				√		
Technical knowledge Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]		✓				
Technical knowledge Apply their understanding of computing to program, monitor and control their products.	✓					
Cooking and Nutrition Understand and apply the principles of a healthy and varied diet			√			✓
Cooking and Nutrition Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques			✓			✓
Cooking and Nutrition Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed			✓			√

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DESIGN AND TECHNOLOGY CURRICULUM OVERVIEW

		Year 5			Year 6		
Key Stage 2 – Subject Content Scheme of Work – Projects on a Page National Curriculum	Food – Celebrating culture and seasonality	Moving toys	Electrical systems	Shelters	Hats	Food	
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	√	√	√	√	√	√	
Design 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	√	√	✓	√	√	√	
Make 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 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	√	√	✓	√	√	√	
Evaluate 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		✓	√	√	✓		
Technical knowledge Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]		√					
Technical knowledge Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]			✓				
Technical knowledge Apply their understanding of computing to program, monitor and control their products.		✓			√		
Cooking and Nutrition Understand and apply the principles of a healthy and varied diet	✓					✓	
Cooking and Nutrition Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	✓					√	
Cooking and Nutrition Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	✓					✓	



Curriculum Drivers Subject: Design and Technology

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Inclusion

Provide extra-curricular clubs for specific interests / develop talents

Including DT activities / resources through CIL

Children have the opportunity to develop their own ideas and challenge themselves to extend those ideas.

Pupils are encouraged to develop and learn through an iterative approach.

Provide opportunities to learn the DT skills so children can develop their own ideas and actually produce them.

Providing opportunities to develop practical learners who may struggle in academic subjects to reach their potential

Support pupils with their physical / fine motor skills so that they can produce their design

Differentiation could be through task, equipment, adult support

Provide pupils with opportunities to use a range of construction kits / resources that they may not have used before – pre-learning of skills / equipment

EYFS – provide opportunities to use toys / resources that they may have limited experience of

Resilient tortoise

Pupils are encouraged to persevere when they encounter problems especially when using new skills and techniques

Independent rhino

Encourage opportunities to develop independence when designing and making

Risk-taking penguin

Children to feel confident to challenge themselves to 'Think outside the box' when designing and selecting tools and materials

Reflective owl

Analysing and investigating existing products before designing their own

Children are able to evaluate their own and other peoples work, against their original design criteria, in a positive way to support their development

Team Bee

Children show respect, work collaboratively and support each other during the process

Curious and creative chameleon

They explore their own ideas and imagination and become emerged in the process.

In line with our healthy school's ethos, pupils to understand the principles of a balanced, nutritious and healthy diet

Positive Minds