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| Key Stage Two  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, crosssectional 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]  • 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 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. |

**Hartford Primary School Design and Technology Curriculum Overview 2019/20**

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| **Year Group** | **Autumn** | **Spring** | **Summer** |
| **Year 1** | Shields  Books with moving parts | Pirate ship | Healthy lunch |
| **Year 2** | Bridge | Sewing - Binka | Food |
| **Year 3** | Poppies | Scarab beetle | Roundhouses  Making soup |
| **Year 4** | Roman catapult | Sewing - Peplos and Chiton | Amazon rainforest shoebox |
| **Year 5** | Bloodhound Project | Tortillas | Mechanical Victorian toy |
| **Year 6** | Making bread  Electronics - card/gift/board game | Digital media |  |