



Knaphill Design and Technology Curriculum

Key Stage 2	Year 3	Year 4	Year 5	Year 6
	Generate ideas for an item, considering its purpose and the user/s.	Generate ideas, considering the purposes for which they are designing.	Generate ideas through brainstorming and identify a purpose for their product.	Communicate their ideas through detailed labelled drawings, including exploded and flat pack diagrams.
	Identify a purpose and establish criteria for a successful product.	Make labelled drawings from different views showing specific features.	Draw up a specification for their design. Develop a clear idea of what	Develop a design specification.
Design	Plan the order of their work before starting.	Develop a clear idea of what has to be done, planning how to use materials, equipment	has to be done, planning how to use materials, equipment and processes, and	Explore, develop and communicate aspects of their design proposals by
	Explore, develop and communicate design proposals by modelling ideas.	and processes, and suggesting alternative methods of making, if the	suggesting alternative methods of making if the first attempts fail.	modelling their ideas in a variety of ways.
	Make drawings with labels when designing.	first attempts fail. Evaluate products and	Use results of investigations, information	Plan the order of their work, choosing appropriate materials, tools and
		identify criteria that can be used for their own designs.	sources, when developing design ideas.	techniques.

	Select tools and techniques for making their product. Measure, mark out, cut, score and assemble	Select appropriate tools and techniques for making their product. Measure, mark out, cut and	Select appropriate materials, tools and techniques. Measure and mark out	Select appropriate tools, materials, components and techniques.
	components with more accuracy.	shape a range of materials, using appropriate tools,	accurately.	Assemble components make working models.
	Work safely and accurately	equipment and techniques.	Use skills in using different tools and equipment safety	Use tools safely and accurately.
	with a range of simple tools.	Join and combine materials and components accurately	and accurately.	Construct products using
Make	Think about their ideas as they progress and be willing	in temporary and permanent ways.	Accurately apply a range of finishing techniques, including	permanentjoining techniques.
	change things if this improves their work.	Demonstrate hygienic food	those from art and design.	Make modifications as they go along.
		preparation and storage.	Use techniques that involve	
	Measure, tape or pin, cut and join fabric with some	Use simple graphical	a number of steps.	Pin, sew and stitch materials together create a product.
	accuracy.	communication techniques.	Demonstrate	c
	Sew using a range of techniques.		resourcefulness, e.g. Demonstrate hygienic food preparation and storage.	Achieve a quality product.
	Demonstrate hygienic food preparation and storage.			

Evaluate	Evaluate their product against original design criteria e.g. how well it meets its intended purpose. Disassemble and evaluate familiar products.	Evaluate their work both during and at the end of the assignment. Evaluate their products carrying out appropriate tests. Evaluate the effectiveness of existing products.	Evaluate a product against the original design specification. Evaluate it personally and seek evaluation from others. Evaluate the effectiveness of existing products, thinking about why the designer has created this product like this.	Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests. Record their evaluations using drawings with labels. Evaluate the effectiveness of existing products, thinking about potential improvements and incorporating them into their own design.
Technical knowledge	Understand how levers and linkages or pneumatic systems create movement. Understand how simple electrical circuits and components can be used to create functional products. Understand how to program a computer to control their products. Know how to make strong, stiff shell structures. Know that a single fabric shape can be used to make a 3D textiles product.		Understand how cams, pulleys and gears create movement. Know how to reinforce/strengthen a 3D framework. Know that a 3D textiles product can be made from a combination of fabric shapes. Know that a recipe can be adapted a by adding or substituting one or more ingredients.	

	Know that food ingredients can be fresh, pre-cooked and processed.	
Cooking and nutrition	Know that a healthy diet is made up from a variety and balance of different foods and drinks, as depicted in the 'eat well' plate. Know that to be active and healthy, food is needed to provide energy for the body. Measure using grams. Follow a recipe. Know that food is grown, reared and caught in the UK, Europe and the wider world. Know that seasons may affect the food available. Understand how food is processed into ingredients that can be eaten or used in cooking. Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.	Know that recipes can be adapted to change the appearance, taste, texture and aroma. Know that different foods contain different substances – nutrients, water and fibre – that are needed for health. Understand the need for correct storage. Measure accurately. Work out ratios in recipes. Know that food is grown, reared and caught in the UK, Europe and the wider world. Know that seasons may affect the food available. Understand how food is processed into ingredients that can be eaten or used in cooking. Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.

Know to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.	Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.