

DESIGN & TECH	Key Stage 1		Key Stage 2			
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Units of work	<b>Design and make:</b> Eeyore's house out of wood Honey biscuits A reusable canvas bag A sandwich for a beach picnic & A horrid (Henry)sandwich A 3D papier mache fish	<b>Design and make:</b> Animal puppets Moveable Christmas cards Habitat boxes/Bug Hotel A chocolate bar A shoebox habitat A pirate hat, eye patch & binoculars A pirate treasure box and loo roll Growing and cooking vegetables	<b>Design and make:</b> 3D model making: 'Cube Monsters' A picture frame with stand A puppet using pneumatics for movement	<b>Design and make:</b> A t-shirt using sewing Soup to cook and serve to the school A puppet with the use of appropriate joints and hinges for each body joint A 'Pop-up' book	<b>Design and make:</b> A pizza business. Designing, cooking and selling pizzas to the whole school A powered toy boat A model catapult, incorporating a firing mechanism	<b>Design and make:</b> A model folding chair A toy car A full-sized folding chair/ free build project
<b>Design</b>						
Products	design purposeful, functional, appealing products for themselves and other users based on design criteria		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.			
Plans	generate, develop, model and communicate ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology		Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.			
<b>Make</b>						
Tools and equipment	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 wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.			
Materials and components	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics		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.			
<b>Evaluate</b>						
Products	Explore and evaluate a range of existing products		Investigate and analyse a range of existing products.			
Plans	Evaluate their ideas and products against design criteria		Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.			
designs			Understand how key events and individuals in design and technology have helped shape the world.			
<b>Technical knowledge</b>						
Structures	Build structures, exploring how they can be made stronger, stiffer and more stable		Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.			
Mechanisms	Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.		Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages.]			
Electrics			Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors.]			
Coding			Apply their understanding of computing to program, monitor and control their products.			