

## Design & Technology Skills & Knowledge 4YR Overview

Year A Key Stage 2				
	Home Sweet Home	Go With the Flow	Save the Planet	
	Food (& levers KB)	Structures	Food	
Design	Think ahead about the order of their work and decide upon tools and materials. Y3	<ul> <li>Develop more than one design or adaptation of an initial design. Y3</li> <li>Sketch and model alternative ideas. Y5</li> </ul>	Record the plan by drawing using annotated sketches.	
Make	Produce detailed lists of ingredients / components / materials and tools. Y6	<ul> <li>Use tools with accuracy. Y3</li> <li>Cut accurately and safely to a marked line. Y5</li> </ul>	<ul> <li>Use researched information to inform decisions. Y6</li> </ul>	
Evaluate	Investigate key events and individuals in design and technology (Brunel) y3	<ul> <li>Consider and explain how the finished product could be improved.Y3</li> <li>Report using correct technical vocabulary. Y6</li> </ul>	<ul> <li>Discuss how well the finished product meets the user's design criteria. Y3</li> <li>Consider and explain how the finished product could be improved y4</li> </ul>	
Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	Use linkages to make movement larger or more varied. Y3	<ul> <li>Use an increasingly appropriate technical vocabulary for tools, materials and their purpose. Y3</li> </ul>	<ul> <li>Prototype a product. Y3/4</li> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y3/4</li> </ul>	
Cooking & Nutrition	<ul> <li>Follow instructions / recipes. (y3)</li> <li>Join and combine a range of ingredients. Y3</li> <li>Know where and how ingredients are reared and caught. Y4</li> </ul>	n/a	<ul> <li>Begin to understand the food groups on the Eatwell Plate. Y3</li> <li>Make healthy eating choices – use the Eatwell plate. Y4</li> </ul>	
Year B		Key Stage 2		
	History of Britain	Out of Africa	Going for Gold	
	Structures	Textiles	Food	
Design	<ul> <li>Propose realistic suggestions as to how they can achieve their design ideas. Y3</li> <li>Use exploded diagrams and cross-sectional diagrams to communicate ideas. Y6</li> </ul>	<ul> <li>Plan a sequence of actions to make a product. Y3</li> <li>Consider aesthetic qualities of materials chosen. Y4</li> </ul>	<ul> <li>Devise step by step plans which can be read</li> <li>/ followed by someone else. Y6</li> </ul>	

Make	<ul> <li>Select from and use a wide range of materials. Y5</li> <li>Make prototypes. Y6</li> </ul>	<ul> <li>Prepare pattern pieces as templates for their design. Y4</li> </ul>	Develop one idea in depth. Y5
Evaluate	<ul> <li>Investigate key events and individuals in design and technology. Y4</li> <li>Identify the strengths and weaknesses of their design ideas. Y6</li> </ul>	<ul> <li>Draw / sketch existing products in order to analyse and understand how products are made. Y4</li> <li>Consider user and purpose. Y5</li> </ul>	Investigate similar products to the one to be made to give starting points for a design. Y3
Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	<ul> <li>Strengthen frames with diagonal struts.Y3/4</li> <li>Measure and mark square section, strip and dowel accurately to 1 cm. Y3/4</li> <li>Cut strip wood, dowel, square section wood accurately to 1 mm. Y5/6</li> </ul>	<ul> <li>Sew on buttons and make loops Y3/4</li> <li>Understand seam allowance. Y3/4</li> <li>Prototype a product. Y4</li> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y4</li> </ul>	<ul> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y3/4</li> </ul>
Cooking & Nutrition	n/a	<ul> <li>Join and combine a widening range of ingredients. Y5</li> </ul>	<ul> <li>Prepare and cook using different cooking techniques. Y4</li> <li>Understand and apply the principles of a healthy and varied diet. Y6</li> <li>Select and prepare foods for a particular purpose. Y5</li> </ul>
Year C	Ke	y Stage 2	
	All Roads lead to Rome	Survival	Out of this world
	Food	Textiles	Mechanical and electrical systems (ICT)
Design	<ul> <li>Plan the sequence of work. Y6</li> </ul>	Decide which design idea to develop. Y5	Use CAD where appropriate. Y4
Make	Use appropriate finishing techniques. Y3	Refine their product – review and rework / improve. Y6	<ul> <li>Select from materials according to their functional properties. Y3</li> </ul>

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Investigate key events and individuals in

Understand how key people have influenced

design in a variety of contexts. Y6

design and technology. Y6

Decide which design idea to develop. Y3
 Research and evaluate existing products. Y5

Evaluate

Identify the strengths and weaknesses of

their design ideas in relation to purpose /

user. Y4

Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	<ul> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y4</li> </ul>	<ul> <li>Join materials using appropriate methods. Y5/6</li> <li>Create 3=-D textile products using pattern pieces. Y5/6</li> <li>Understand pattern layout with textiles. Y5/6</li> <li>Use the correct vocabulary appropriate to the project. Y6</li> </ul>	<ul> <li>Incorporate a circuit into a model. Y3/4</li> <li>Use electrical systems such as switches bulbs and buzzers. Y3/4</li> <li>Use ICT to control products. Y3/4</li> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y4</li> </ul>
Cooking & Nutrition	<ul> <li>Prepare and cook a variety of mostly savoury dishes using a range of cooking techniques. Y6</li> <li>Understand seasonality. Y4</li> </ul>	n/a	n/a

Year D		Key Stage 2	
	The Great Plague	The Art of Food	Rock and Roll
	Mechanical & Electrical Systems	Food	Structures
Design	Record ideas using annotated diagrams. Y5	<ul> <li>Use prototypes to develop and share ideas.</li> <li>Y4</li> </ul>	<ul> <li>Use models, kits and drawings to help formulate design ideas. Y5</li> </ul>
Make	<ul> <li>Select from and use a wide range of tools.</li> <li>Y5</li> </ul>	<ul> <li>Select from techniques for different parts of the process. Y4</li> </ul>	<ul> <li>Select from a range of tools for cutting, shaping, joining and finishing. Y3</li> </ul>
Evaluate	Discuss how well the finished product meets the design criteria having tested on/discussed outcomes with the user. Y6	<ul> <li>Investigate key events and individuals in design and technology. Y5</li> </ul>	<ul> <li>Consider and explain how the finished product could be improved related to design criteria. Y5</li> </ul>

Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	<ul> <li>Use mechanical systems such as cams, pulleys and gears. Y5/6</li> <li>Use electrical systems such as motors and switches. Y5/6</li> <li>Program, monitor and control using ICT. Y5/6</li> <li>Use the correct vocabulary appropriate to the project. Y6</li> </ul>	Use the correct vocabulary appropriate to the project. Y6	<ul> <li>Use an increasingly appropriate technical vocabulary for tools materials and their properties. Y3/4</li> <li>Build frameworks to support mechanisms. Y5/6</li> <li>Stiffen and reinforce complex structures. Y5/6</li> </ul>
Cooking & Nutrition	n/a	<ul> <li>Know where and how ingredients are grown and processed.Y5</li> <li>Choose ingredients to support healthy eating choices when designing their food products. Y6</li> </ul>	n/a