

KS1 Years 1 & 2

LKS2 Years 3 & 4

UKS2 Years 5 & 6

Designing

Ideas from the world around us. For us or for others?
 Ideas based on existing products. Share ideas by talking and drawing.
 Follow simple design criteria.

Realistic ideas focusing on the needs of users. Develop own design criteria.
 Draw ideas from home, school, leisure, culture & enterprise. Needs & wants.
 What's its purpose? Explain how particular parts of their products work.

Generate innovative ideas, drawing on research, industry & the wider environment.
 Why have I selected these features? Make design decisions - time, resources & cost.
 Brief & blueprint. Surveys, interviews & questionnaires.

Making

Select equipment & materials with supervision.
 Safety & hygiene. Plan together.
 Measure, mark out, cut & shape. Assemble, join & combine.
 Likes & dislikes. Why was this made?

Order the main stages of making
 Select suitable tools & equipment. Function & aesthetic
 Measure, mark, cut & shape with accuracy. Assemble, join & combine with accuracy.
 Refer to design criteria. Evaluate completed products.

Produce appropriate lists of tools, equipment & materials.
 Function, aesthetic & brief. Step-by-step plans.
 Resourcefulness. Techniques with a number of stages.
 Quality of the design, manufacture & fitness for purpose. Is this what we set out to achieve?

Evaluating

Does it do what it's supposed to do?
 How can I improve this?

Strengths & areas for development
 Can it be recycled or reused? Why was that material chosen?

Mass-production.
 Innovation & sustainability. Impact beyond intended use. How can we adapt and improve?

Cooking & Nutrition

Prepare simple dishes safely & hygienically, without using a heat source. Farmed, grown elsewhere or caught?
 Cutting, peeling, spreading & grating.

Where was my food grown, reared or caught? Prepare & cook safely & hygienically (sometimes with heat.)
 Is my diet balanced? Peeling, chopping, slicing, grating, mixing, kneading & baking.

Seasonal food & availability. Transportation of & processing of ingredients.
 Adapting recipes to change the appearance, taste, texture & aroma. Foods & drinks contain substances (nutrients, water & fibre) that are needed for health.

Key projects

Freestanding structures. Sliders & levers
 Wheels & axles
 Preparing fruit & vegetables. Templates & joining

2D shape to 3D product. Pneumatics
 Healthy & varied diet. Shell structures with CAD
 Levers & linkages. Circuits & switches

Cams. Monitoring & control
 Combining fabric shapes. More complex switches
 Frame structures. CAD for textiles