

	Key Stage 1	Key Stage 2
Design		
Understanding contexts, users & purposes	<p>Across KS1 pupils should:</p> <ul style="list-style-type: none"> • work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment • state what products they are designing and making • say whether their products are for themselves or other users • describe what their products are for • say how their products will work • say how they will make their products suitable for their intended users • use simple design criteria to help develop their ideas 	<p>Across KS2, children should:</p> <ul style="list-style-type: none"> • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products • indicate the design features of their products that will appeal to intended users • explain how particular parts of their products work <p>In early KS2 pupils should also:</p> <ul style="list-style-type: none"> • gather information about the needs and wants of particular individuals and groups • develop their own design criteria and use these to inform their ideas <p>In upper KS2 pupils should also:</p> <ul style="list-style-type: none"> • carry out research, using surveys, interviews, questionnaires and web-based resources • identify the needs, wants, preferences and values of particular individuals and groups • develop a simple design specification to guide their thinking
Generating, developing, modelling and communicating idea	<p>Children should:</p> <ul style="list-style-type: none"> • generate ideas by drawing on their own experiences • use knowledge of existing products to help come up with ideas • develop and communicate ideas by talking and drawing • model ideas by exploring materials, components and construction kits and by making templates and mock-ups • use information and communication technology, where appropriate, to develop and communicate their ideas 	<p>Across KS2 children should:</p> <ul style="list-style-type: none"> • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas <p>In early KS2 pupils should also:</p> <ul style="list-style-type: none"> • generate realistic ideas, focusing on the needs of the user • make design decisions that take account of the availability of resources <p>In upper KS2 pupils should also:</p> <ul style="list-style-type: none"> • generate innovative ideas, drawing on research

Progression in Design & Technology

		<ul style="list-style-type: none"> • make design decisions, taking account of constraints such as time, resources and cost
<p>About Designing When designing, children need to understand the context they are working in, think about who their products will be for and decide what tasks they will perform. They need opportunities to generate, develop, model and communicate ideas in a variety of ways, including spoken language, drawings, templates, mock-ups, prototypes and pattern pieces</p>		
<p>Making</p>		
<p>Planning</p>	<p>Children should:</p> <ul style="list-style-type: none"> • plan by suggesting what to do next • select from a range of tools and equipment, explaining their choices • select from a range of materials and components according to their characteristics 	<p>Children should:</p> <ul style="list-style-type: none"> • select tools and equipment suitable for the task • explain their choice of tools and equipment in relation to the skills and techniques they will be using • select materials and components suitable for the task • explain their choice of materials and components according to functional properties and aesthetic qualities <p>In early KS2 pupils should also:</p> <ul style="list-style-type: none"> • order the main stages of making <p>In late KS2 pupils should also:</p> <ul style="list-style-type: none"> • produce appropriate lists of tools, equipment and materials that they need • formulate step-by-step plans as a guide to making
<p>Practical Skills & Techniques</p>	<p>Children should:</p> <ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components • measure, mark out, cut and shape materials and components • assemble, join and combine materials and components • use finishing techniques, including those from art and design 	<p>Children should:</p> <ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components <p>In early KS2 pupils should also:</p> <ul style="list-style-type: none"> • measure, mark out, cut and shape materials and components with some accuracy • assemble, join and combine materials and components with some accuracy

Progression in Design & Technology

		<ul style="list-style-type: none"> • apply a range of finishing techniques, including those from art and design, with some accuracy <p>In late KS2 pupils should also:</p> <ul style="list-style-type: none"> • accurately measure, mark out, cut and shape materials and components • accurately assemble, join and combine materials and components • accurately apply a range of finishing techniques, including those from art and design • use techniques that involve a number of steps • demonstrate resourcefulness when tackling practical problems
<p>About Making When making, children should select from a range of tools and equipment, explaining their choices. They also need opportunities to choose the materials and components they will use, thinking about their working characteristics. They should follow procedures for safety and hygiene and develop a repertoire of practical skills and techniques, working with increasing accuracy.</p>		
<p>Evaluate</p>		
<p>Own products & Ideas</p>	<p>Children should explore:</p> <ul style="list-style-type: none"> • talk about their design ideas and what they are making • make simple judgements about their products and ideas against design criteria • suggest how their products could be improved 	<p>Children should investigate and analyse:</p> <ul style="list-style-type: none"> • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work <p>In early KS2 pupils should also:</p> <ul style="list-style-type: none"> • refer to their design criteria as they design and make • use their design criteria to evaluate their completed products <p>In upper KS2 pupils should also:</p> <ul style="list-style-type: none"> • critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make • evaluate their ideas and products against their original design specification
<p>Existing Products</p>	<p>Children in KS1 should explore:</p> <ul style="list-style-type: none"> • what products are 	<p>Children should investigate and analyse:</p> <ul style="list-style-type: none"> • how well products have been designed

Progression in Design & Technology

	<ul style="list-style-type: none"> • who products are for • what products are for • how products work • how products are used • where products might be used • what materials products are made from • what they like and dislike about products 	<ul style="list-style-type: none"> • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants <p>In early KS2 pupils should also investigate and analyse:</p> <ul style="list-style-type: none"> • who designed and made the products • where products were designed and made • when products were designed and made • whether products can be recycled or reused <p>In late KS2 pupils should also investigate and analyse:</p> <ul style="list-style-type: none"> • how much products cost to make • how innovative products are • how sustainable the materials in products are • what impact
Key Events & Individuals	N/A in KS1	Children should know: <ul style="list-style-type: none"> • about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
<p>About Evaluating When evaluating, children should make increasingly sophisticated judgements about their own ideas and products against design criteria. They should consider the views of others in order to improve their work. They should also investigate and evaluate existing products using a variety of questioning techniques and, in KS2, learn about important inventors and their inventions.</p>		
<p>Technical Knowledge</p>		
Making products work	Children should know: <ul style="list-style-type: none"> • about the simple working characteristics of materials and components • about the movement of simple mechanisms such as levers, sliders, wheels and axles • how freestanding structures can be made stronger, stiffer and more stable • that a 3-D textiles product can be assembled from two identical fabric shapes 	Children should know: <ul style="list-style-type: none"> • how to use learning from science to help design and make products that work • how to use learning from mathematics to help design and make products that work • that materials have both functional properties and aesthetic qualities • that materials can be combined and mixed to create more useful characteristics

Progression in Design & Technology

	<ul style="list-style-type: none"> • that food ingredients should be combined according to their sensory characteristics • the correct technical vocabulary for the projects they are undertaking 	<ul style="list-style-type: none"> • that mechanical and electrical systems have an input, process and output • the correct technical vocabulary for the projects they are undertaking <p>In early KS2 pupils should also know:</p> <ul style="list-style-type: none"> • how mechanical systems such as levers and linkages or pneumatic systems create movement • how simple electrical circuits and components can be used to create functional products • how to program a computer to control their products • how to make strong, stiff shell structures • that a single fabric shape can be used to make a 3D textiles product <ul style="list-style-type: none"> • that food ingredients can be fresh, pre-cooked and processed <p>In upper KS2 pupils should also know:</p> <ul style="list-style-type: none"> • how mechanical systems such as cams or pulleys or gears create movement • how more complex electrical circuits and components can be used to create functional products • how to program a computer to monitor changes in the environment and control their products • how to reinforce and strengthen a 3D framework • that a 3D textiles product can be made from a combination of fabric shapes • that a recipe can be adapted by adding
--	---	---

About Technical Knowledge

Technical knowledge is the body of knowledge and understanding that is specific to design and technology that needs to be developed and then applied when children are designing, making and evaluating products.

Cookery & Nutrition

Where Food Comes From

Children should know:

Children should know:

Progression in Design & Technology

	<ul style="list-style-type: none"> • that all food comes from plants or animals • that food has to be farmed, grown elsewhere (e.g. home) or caught 	<ul style="list-style-type: none"> • that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world <p>In upper KS2 pupils should also know:</p> <ul style="list-style-type: none"> • that seasons may affect the food available • how food is processed into ingredients that can be eaten or used in cooking
<p>Food preparation, cooking and nutrition</p>	<p>Children should know:</p> <ul style="list-style-type: none"> • how to name and sort foods into the five groups in The Guide • that everyone should eat at least five portions of fruit and vegetables every day • how to prepare simple dishes safely and hygienically, without using a heat source • how to use techniques such as cutting, peeling and grating 	<p>Children should know:</p> <ul style="list-style-type: none"> • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking <p>In early KS2 pupils should also know:</p> <ul style="list-style-type: none"> • that a healthy diet is made up from a variety and balance of different food and drink, as depicted in The Eatwell Guide • that to be active and healthy, food and drink are needed to provide energy for the body <p>In upper KS2 pupils should also know:</p> <p>that recipes can be adapted to change the appearance, taste, texture and aroma</p> <ul style="list-style-type: none"> • that different food and drink contain different substances – nutrients, water and fibre – that are needed for health

About Cookery & Nutrition

Cooking and nutrition provides opportunities for children to learn about where food comes from, how food is grown, reared or caught and the effect of seasonality on the availability of food. They also learn about the principles of healthy eating and how to prepare and cook dishes safely and hygienically using a range of techniques. Cooking and nutrition is taught alongside designing and making within a D&T food project.