D&T	Programme of study	Bright Lights, ... Y1	Childhood Y1	Chop, Slice an... Y1	Funny Faces a... Y1	School Days Y1	Seasonal Cha... Y1	Shade and Sh... Y1	Taxi! Y1	Beach Hut Y2	Coastline Y2	Cut, Stitch an... Y2	Magnificent ... Y2	Movers and S... Y2	Push and Pull Y2	Remarkable R... Y2	Beautiful Bot... Y3	Cook Well, Ea... Y3	Greenhouse Y3	Making It Move Y3	Electrical Circ... Y4	Fresh Food, G... Y4	Functional an... Y4	Misty Mounta... Y4	Tomb Builders Y4	Warp and Weft Y4	Architecture Y5	Eat the Seasons Y5	Mixed Media Y5	Moving Mech... Y5	Properties an... Y5	Sow, Grow an... Y5	Electrical Circ... Y6	Engineer Y6	Food for Life Y6	Light Theory Y6	Make Do and ... Y6
Technical knowledge	KS1 6 Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.								2						4																						
Design	KS1 8 Design purposeful, functional, appealing products for themselves and other users based on design criteria.			1				2	1	1		1				2																					
Design	KS1 8 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.			1				2	1	1		1				2																					
Make	KS1 8 Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).			1	1					1		2		1		2																					
Make	KS1 9 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.				1			2		1		2	1	1	1																						
Evaluate	KS1 10 Explore and evaluate a range of existing products.			1				2	2			3			1	1																					
Technical knowledge	KS1 10 Build structures, exploring how they can be made stronger, stiffer and more stable.	2	1			1	1	2		2	1																										
Cooking and nutrition	KS1 4 Use the basic principles of a healthy and varied diet to prepare dishes.			2												2																					
Cooking and nutrition	KS1 2 Understand where food comes from.			1												1																					

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Aims and purpose	KS1 LKS2 Breadth *(optional)* 5 Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.			1				1								1		1				1															
Evaluate	KS1 7 Evaluate their ideas and products against design criteria.			1				1	1	1		1			1	1																					
Design	KS2 8 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.																	1	1	1		1	1				1						1	1			
Make	KS2 11 Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.																1		1	2			2							1							4
Make	KS2 17 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.																1		1	1		1	2	1	1	1	1		1	1				3			2
Evaluate	KS2 18 Investigate and analyse a range of existing products.																		1	1	1	1	3	1			2			1				2	3		2
Evaluate	KS2 14 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.																	1	1	2		1	1		1		1			3			1	1	1		
Evaluate	KS2 7 Understand how key events and individuals in design and technology have helped shape the world.																	1	1			2	1				1							1			

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Technical knowledge	KS2 7 Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.																		1			1					2			1				2			
Technical knowledge	KS2 9 Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).																			3					3					3							
Technical knowledge	KS2 5 Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).																		1		1										1		2				
Technical knowledge	KS2 6 Apply their understanding of computing to program, monitor and control their products.																				1												4			1	
Design	KS2 8 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.																	1	1	1		1	1				1						1	1			
Cooking and nutrition	KS2 9 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.																	3				1						2							3		
Cooking and nutrition	KS2 8 Understand and apply the principles of a healthy and varied diet.																	1				3						3							1		
Cooking and nutrition	KS2 6 Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.																	1				1						1				2			1		
Aims and purpose	UKS2 Breadth *(optional)* 2 Critique, evaluate and test their ideas and products and the work of others.																													1			1				