

DT Coverage

St Michael's DT Curriculum Progression

St Michael's DT Curriculum Progression						
	KS1		KS2			
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	<ul style="list-style-type: none"> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 		<ul style="list-style-type: none"> 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. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. 			
Make	<ul style="list-style-type: none"> Select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing). Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. 		<ul style="list-style-type: none"> Select from and use a wider range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing), accurately. 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. 			
Evaluate	<ul style="list-style-type: none"> Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. 		<ul style="list-style-type: none"> Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world. 			
Technical knowledge	<ul style="list-style-type: none"> Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms (levers, sliders, wheels and axles), in their products. 		<ul style="list-style-type: none"> Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical systems in their products (gears, pulleys, cams, levers and linkages). Understand and use electrical systems in their products (series circuits incorporating switches, bulbs, buzzers and motors). Apply their understanding of computing to programme, monitor and control their products. 			

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Cooking and Nutrition	<ul style="list-style-type: none"> Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from. 		<ul style="list-style-type: none"> Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 			
Year Group Units to Cover	Simple Structures Bridges Fruit and Vegetables Fruit Salads (chopping, mashing, peeling)	Simple Mechanisms Moving Pictures Fruit and Vegetables Rainbow Wraps (chopping, mashing, peeling)	Textiles and Magnets Fridge magnets More Complex Structures	Electrical Systems Steady hand games Bread (baking) Flatbreads, rolls, healthy eating	CAD and Programming Mechanical Systems Catapults	Electrical Systems Rice / pasta/ noodles (boiling) Salads, lunch pots, healthy eating