



National Curriculum Coverage – D&T

KS1

National Curriculum Statement:	Topic(s) that cover this statement:	Year/Term taught:
Design 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	Mechanisms (wheels and axels) Textiles (Puppets) Structures (Baby bear's chair) Textiles (Pouches)	Year 1 Spring Year 1 Summer Year 2 Spring Year 2 Summer
Make Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Mechanisms (wheels and axels) Textiles (Puppets) Structures (Baby bear's chair) Textiles (Pouches)	Year 1 Spring Year 1 Summer Year 2 Spring Year 2 Summer

Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria	Mechanisms (wheels and axels)	Year 1 Spring
	Textiles (Puppets)	Year 1 Summer
	Structures (Baby bear's chair)	Year 2 Spring
	Textiles (Pouches)	Year 2 Summer
Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Mechanisms (wheels and axels)	Year 1 Spring
	Textiles (Puppets)	Year 1 Summer
	Structures (Baby bear's chair)	Year 2 Spring
	Textiles (Pouches)	Year 2 Summer
Cooking and nutrition Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.	Cooking and nutrition (Smoothies)	Year 1 Autumn
	Cooking and nutrition (Balanced diet)	Year 2 Autumn

KS2

National Curriculum Statement	Topic(s) that cover this statement:	Year/Term taught:
Design 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	Mechanisms (Pneumatic toys)	Year 3 Autumn
	Structures (Castles)	Year 3 Spring
	Electrical systems (Electric poster)	Year 3 Summer
	Textiles (Fastenings)	Year 4 Spring
	Digital world (Mindful Moments Timer)	Year 4 Summer
	Mechanisms (Pop-up books)	Year 5 Autumn
	Textiles (Waistcoats)	Year 6 Spring
Make Select from and use a wider range of tools and equipment to perform practical tasks [for example, 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	Digital World (Navigating the world)	Year 6 Summer
	Mechanisms (Pneumatic toys)	Year 3 Autumn
	Structures (Castles)	Year 3 Spring
	Electrical systems (Electric poster)	Year 3 Summer
	Textiles (Fastenings)	Year 4 Spring
	Digital world (Mindful Moments Timer)	Year 4 Summer
	Mechanisms (Pop-up books)	Year 5 Autumn

	Textiles (Waistcoats)	Year 6 Spring
	Digital World (Navigating the world)	Year 6 Summer
Evaluate 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	Mechanisms (Pneumatic toys) Structures (Castles) Electrical systems (Electric poster) Textiles (Fastenings) Digital world (Mindful Moments Timer) Mechanisms (Pop-up books) Textiles (Waistcoats) Digital World (Navigating the world)	Year 3 Autumn Year 3 Spring Year 3 Summer Year 4 Spring Year 4 Summer Year 5 Autumn Year 6 Spring Year 6 Summer
Technical knowledge Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	Mechanisms (Pneumatic toys) Structures (Castles) Electrical systems (Electric poster) Textiles (Fastenings) Digital world (Mindful Moments Timer)	Year 3 Autumn Year 3 Spring Year 3 Summer Year 4 Spring Year 4 Summer

Apply their understanding of computing to program, monitor and control their products.	Mechanisms (Pop-up books)	Year 5 Autumn
	Textiles (Waistcoats)	Year 6 Spring
	Digital World (Navigating the world)	Year 6 Summer
Cooking and nutrition 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.	Cooking and nutrition (Adapting a recipe)	Year 4 Autumn
	Cooking and nutrition (Come dine with me)	Year 6 Autumn