

Design & Technology - KS1

The **NC AIMS** are that all children should:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook

The **NC ATTAINMENT TARGETS** can be tabulated as follows:

DESIGN	MAKE	EVALUATE	TECHNICAL KNOWLEDGE
<ul style="list-style-type: none"> • products for self and others • plans: drawings, templates, mock-ups, etc. 	<ul style="list-style-type: none"> • select and use tools • select and use materials 	<ul style="list-style-type: none"> • existing products • own products by comparison 	<ul style="list-style-type: none"> • building structures • mechanisms (e.g. levers, sliders, wheels and axles)

COOKING AND NUTRITION

- prepare dishes based on principles of a healthy diet
 - the sources of food

CURRENT TOPIC EXEMPLARS

Not prescriptive: teachers are encouraged to amend or add to the following as appropriate:

Year 1	Year 2
<ul style="list-style-type: none"> • Puppets • Houses and homes • Yummy yoghurts 	<ul style="list-style-type: none"> • Fruit/vegetable salad • Rainforest home • Vehicles • Designing islands • Recycling materials to design a useful object.

Design & Technology - KS2

The NC AIMS are that all children should:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook

The NC ATTAINMENT TARGETS can be tabulated as follows:

DESIGN	MAKE <i>(selecting and using a wider range of...)</i>	EVALUATE	TECHNICAL KNOWLEDGE
<ul style="list-style-type: none"> • practical working products for a specific individual or group • more advanced plans (e.g. cross-sectional and exploded diagrams, prototypes, pattern pieces, computer-aided designs) 	<ul style="list-style-type: none"> • tools • materials 	<ul style="list-style-type: none"> • existing products • own products by comparison • key events and people in worldwide design and technology 	<ul style="list-style-type: none"> • more complex structures • mechanisms (e.g. gears, pulleys, cams, levers and linkages) • electrical systems (e.g. series circuits, switches, bulbs, buzzers, motors) • ICT to program, monitor and control products

COOKING AND NUTRITION

understand and apply principles of a healthy diet
prepare and cook predominantly savoury dishes using different techniques
seasonality; sources and farming of plant - and livestock-generated foods

CURRENT TOPIC EXEMPLARS

Not prescriptive: teachers are encouraged to amend or add to the following as appropriate, ensuring that topics are not repeated in different years:

Year 3	Year 4	Year 5	Year 6
<ul style="list-style-type: none"> • Photo frames • Weaving • Designing a sandwich 	<ul style="list-style-type: none"> • Light up cards/pictures • Design a Viking longship • Fruit smoothies. 	<ul style="list-style-type: none"> • Musical instruments • Biscuits • Money containers 	<ul style="list-style-type: none"> • Bridges • Electronic buggies. • Marble run • Fairgrounds • Cereal bars • Gingerbread houses • Dilapidated houses • Moving toys <i>(rolling programme)</i>

