

National	The national curriculum for design and technology aims to ensure that all pupils:				
Curriculum Aims	- 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.				

National Curriculum	When designing and making, pupils should be taught to:				Progression of Skills	
DT Key Stage One Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].	Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicat e their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communicati on technology	 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 	 Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria 	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.	 Year 1 Technical generate ideas and recognise characteristics of familiar products use pictures and words to describe what he/she wants to do select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing choose materials and explain why they are being used explore and evaluate a range of existing products build structures, exploring how they can be made stronger, stiffer and more stable use levers and sliders 	 Year 2 Technical design purposeful, functional, appealing products for himself/herself and other users based on design criteria generate, develop, model and communicate his/her ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics choose materials and explain why they are being used depending on their characteristics evaluate his/her ideas and products against design criteria join materials together as part of a moving structure explore and use mechanisms e.g. levers, sliders, wheels and axles, in his/her products group familiar food groups e.g. fruit and vegetables measure and weigh food items – using informal methods