



Design and Technology Programme of Study 2019-2020



KEY STAGE 2 DESIGN AND TECHNOLOGY OBJECTIVES COVERAGE														
	Design		Make			Evaluate			Technical Knowledge			Cooking and Nutrition		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Year 3														
Who first lived in Britain?	✓	✓	✓	✓	✓	✓	✓	✓						
Why were the Ancient Greeks ruled by their Gods?	✓	✓	✓	✓	✓	✓						✓	✓	✓
Year 4														
What happens to the food we eat?	✓	✓	✓	✓		✓								
Who were the Romans and what did we learn from them?	✓	✓	✓		✓	✓	✓							
Have we always looked like this?	✓	✓	✓	✓	✓	✓	✓			✓				
Additional Science Unit: Electricity – Circuits and Buzzers	✓	✓	✓	✓	✓	✓	✓			✓				
Additional Science Unit: Electricity/Cooking	✓	✓		✓	✓	✓	✓					✓	✓	✓
Year 5														
Will Liam really be the next astronaut to land on the moon?	✓	✓	✓	✓				✓						
Does everything that goes up always come down?	✓	✓			✓	✓	✓							
Why should Britain be ashamed of slavery?	✓	✓	✓	✓								✓	✓	✓
Year 6														
Why is our heart the most important pump that we own?	✓	✓		✓	✓	✓						✓	✓	✓
How can we find out if spiders and the flies are related?	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Why was the Islamic Civilization (around 900AD) known as the Golden Age?	✓	✓	✓	✓	✓	✓	✓							



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Why has Brazil got one of the world's fastest growing economies?	✓	✓	✓	✓	✓	✓		✓		✓				
Additional Science Unit – Could you be the next Nintendo Apprentice?	✓	✓			✓	✓	✓				✓			

Key Stage 2 Design and Technology Objectives

Pupils should be taught to:

Design

1. 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
2. generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

3. select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
4. 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

5. investigate and analyse a range of existing products
6. evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
7. understand how key events and individuals in design and technology have helped shape the world

Technical Knowledge

8. apply their understanding of how to strengthen, stiffen and reinforce more complex structures
9. understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
10. understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
11. apply their understanding of computing to program, monitor and control their products

Cooking and Nutrition

12. understand and apply the principles of a healthy and varied diet
13. prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
14. understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.