National Curriculum Mapping KS1									
			Year 1		Year 2				
		Constructing a Windmill	Puppets	Fruit and Veg	Baby Bear's Chair	Fairground wheel	Making a Moving Monster		
Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Design	✓	✓		✓	✓	✓		
Generate, develop, model and communicate their ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology.	Design	✓	✓	✓	✓	✓	✓		
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].	Make	✓	✓	✓	✓	✓	✓		
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓	✓		
Explore and evaluate a range of existing products.	Evaluate	✓	✓			✓	✓		
Evaluate their ideas and products against design criteria	Evaluate	✓	✓	✓		✓	✓		
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical Knowledge	✓			✓	✓			
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Technical Knowledge	✓				✓	✓		
Use basic principles of a healthy and varied diet to prepare dishes.	Design Make Evaluate			✓					
Understand where food comes from	Design Make Evaluate			√					

National Curriculum Mapping KS2													
		Year 3			Year 4			Year 5			Year 6		
		Eating Seasonally	Electronic charm	Pneumatic toys	Seasonal Stockings	Pavilions	Torches	Steady Hand Game	Pop Up Books	What could be healthier?	Waistcoats	Playgroun ds	Navigating the world
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.	Design		√	✓	✓	✓	✓	√	✓	✓	✓	√	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.	Design		√	✓	√	√	√	√	√	✓	√	√	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	Make			√	√	√	√	√	✓	✓	√	√	√
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make			✓	✓	√	√	√	✓		✓	√	
Investigate and analyse a range of existing products.	Evaluate		✓	✓		✓	✓	✓	✓	✓	✓	✓	
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Evaluate		✓	✓	✓	✓	✓	√	✓	✓	✓	√	✓

National Curriculum Mapping KS2													
		Year 3		Year 4		Year 5			Year 6				
		Eating Seasonally	Electronic charm	Pneumatic toys	Seasonal Stockings	Pavilions	Torches	Steady Hand Game	Pop Up Books	What could be healthier?	Waistcoats	Playgroun ds	Navigating the world
Understand how key events and individuals in design and technology have helped shape the world.	Evaluate		√	√			√	✓		√			
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Technical Knowledge					✓						✓	
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Technical Knowledge			✓					✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Technical Knowledge						✓	✓					
Apply their understanding of computing to program, monitor and control their products.	Technical Knowledge		√						✓				√
Understand and apply principles of a healthy and varied diet.	Design Make Evaluate	✓							✓				
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques.	Design Make Evaluate	✓							✓				
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Design Make Evaluate	✓							✓				