

DESIGN AND TECHNOLOGY			Cooking		
Objectives Year 1		Engineering	Autumn	Spring	Summer
DESIGN	Generate ideas by drawing on their own and other people's experiences	✓			
	Suggest ideas and explain what they are going to do (spoken and in written form)	✓			
	Identify a target group for what they intend to design and make	✓			
	Develop their design ideas through discussion, observation, drawing and modelling – take inspiration from earlier research.	✓			
	Use pictures to record ideas they have generated	✓			
	Describe what needs to be done and know the next step	✓			
	Identify design criteria				
	Model ideas in card and paper				
	Make drawings and label parts for the design process	✓			
MAKE	Select tools and materials	✓			
	With help measure, mark out, cut and shape a range of materials. Begin to independently measure, cut and score with some accuracy				
	Use hand tools safely and appropriately				
	Assemble, join and combine materials in order to make a product	✓			
	Choose and use appropriate finishing techniques which improve the appearance of their product.	✓			
TECHNICAL KNOWLEDGE	Explore and make observations about different mechanisms [levers, sliders, wheels, axis]	✓			
	Use different mechanisms in own products				
	Use technical vocabulary to describe existing and own products [e.g. levers, axels, rotation, slicing]	✓			
	Build structures exploring how they can be made stronger, stiffer and more stable				
COOKING	Prepare healthy, varied dishes		✓	✓	
	Work safely and hygienically when preparing food		✓	✓	✓
	Know where different food comes from (trees, plants, animals)			✓	✓
	Know the types of food that are sourced in the UK			✓	✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle				✓
	Understand seasonality				
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability		✓	✓	
EVALUATE	Evaluate against their design criteria	✓	✓	✓	✓
	Evaluate in process identifying strengths and possible changes they might make	✓	✓	✓	✓
	Talk about ideas, saying what they like and dislike about them	✓	✓	✓	✓
	Ask questions about what they have made and how they have gone about it	✓	✓	✓	✓
	Evaluate designs by other people to learn from them	✓	✓	✓	✓

DESIGN AND TECHNOLOGY			Cooking		
Objectives Year 2		Textiles	Autumn	Spring	Summer
DESIGN	Generate ideas by drawing on their own and other people's experiences	✓			
	Suggest ideas and explain what they are going to do (spoken and in written form)	✓			
	Identify a target group for what they intend to design and make	✓			
	Develop their design ideas through discussion, observation, drawing and modelling – take inspiration from earlier research.	✓			
	Use pictures to record ideas they have generated	✓			
	Describe what needs to be done and know the next step	✓			
	Identify design criteria	✓			
	Model ideas in card and paper	✓			
	Make drawings and label parts for the design process	✓			
MAKE	Select tools and materials	✓			
	With help measure, mark out, cut and shape a range of materials. Begin to independently measure, cut and score with some accuracy	✓			
	Use hand tools safely and appropriately	✓			
	Assemble, join and combine materials in order to make a product	✓			
	Choose and use appropriate finishing techniques which improve the appearance of their product.	✓			
TECHNICAL KNOWLEDGE	Explore and make observations about different mechanisms [levers, sliders, wheels, axis]				
	Use technical vocabulary to describe existing and own products [e.g. levers, axels, rotation, slicing]	✓			
	Build structures exploring how they can be made stronger, stiffer and more stable	✓			
COOKING	Prepare healthy, varied dishes		✓	✓	
	Work safely and hygienically when preparing food		✓	✓	✓
	Know where different food comes from (trees, plants, animals)		✓	✓	✓
	Know the types of food that are sourced in the UK		✓	✓	✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle			✓	✓
	Understand seasonality		✓	✓	✓
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability		✓	✓	
EVALUATE	Evaluate against their design criteria	✓	✓	✓	✓
	Evaluate in process identifying strengths and possible changes they might make	✓	✓	✓	✓
	Talk about ideas, saying what they like and dislike about them	✓	✓	✓	✓
	Evaluate designs by other people to learn from them	✓	✓	✓	✓

DESIGN AND TECHNOLOGY Year 3			Cooking		
Objectives KS2		Engineering	Autumn	Spring	Summer
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.	✓			
	Research and investigate existing products, recognising components	✓			
	Identify a purpose and establish criteria for a successful product.	✓			
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose	✓			
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail	✓			
	Explore, develop and communicate design proposals by modelling ideas	✓			
	Make detailed drawings with labels when designing (from different views showing specific features)	✓			
MAKE	Select appropriate tools and techniques for making their product and work safely / accurately	✓			
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.	✓			
	Join and combine materials and components accurately in temporary and permanent ways	✓			
	To measure, tape or pin, cut and join fabric with some accuracy				
TECHNICAL KNOWLEDGE	To use finishing techniques to strengthen and improve the appearance of their product				
	Apply understanding of how to strengthen, stiffen and reinforce complex structures	✓			
COOKING	Know where a variety of foods are grown, reared, caught and processed			✓	✓
	Know how a variety of foods are grown reared, caught and processed			✓	✓
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]		✓	✓	✓
	Use a range of cooking equipment safely and hygienically		✓	✓	✓
	Weigh and measure ingredients using scales		✓		✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle		✓	✓	✓
	Understand seasonality			✓	✓
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability			✓	✓
EVALUATE	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work	✓	✓	✓	✓
	Evaluate familiar products (including disassembly if appropriate)	✓	✓	✓	✓
	Evaluate the product made against own design criteria concerning appeal to the targeted group	✓	✓	✓	✓
	Consider the suggestions of others in improving own work	✓	✓	✓	✓

DESIGN AND TECHNOLOGY Year 4			Cooking		
Objectives KS2		Textiles	Autumn	Spring	Summer
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.	✓			
	Research and investigate existing products, recognising components	✓			
	Identify a purpose and establish criteria for a successful product.	✓			
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose	✓			
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail	✓			
	Explore, develop and communicate design proposals by modelling ideas	✓			
MAKE	Make detailed drawings with labels when designing (from different views showing specific features)	✓			
	Select appropriate tools and techniques for making their product and work safely / accurately	✓			
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.	✓			
	Join and combine materials and components accurately in temporary and permanent ways	✓			
TECHNICAL KNOWLEDGE	To measure, tape or pin, cut and join fabric with some accuracy	✓			
	To use finishing techniques to strengthen and improve the appearance of their product	✓			
COOKING	Apply understanding of how to strengthen, stiffen and reinforce complex structures	✓			
	Know where a variety of foods are grown, reared, caught and processed		✓	✓	✓
	Know how a variety of foods are grown reared, caught and processed		✓	✓	✓
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]		✓	✓	✓
	Use a range of cooking equipment safely and hygienically		✓	✓	✓
NUTRITION	Weigh and measure ingredients using scales			✓	✓
	Understand that we eat different foods depending on the occasion and lifestyle		✓	✓	✓
	Understand seasonality		✓	✓	✓
EVALUATE	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability		✓	✓	
	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work	✓	✓	✓	✓
	Evaluate familiar products (including disassembly if appropriate)	✓	✓	✓	✓
	Evaluate the product made against own design criteria concerning appeal to the targeted group	✓	✓	✓	✓
	Consider the suggestions of others in improving own work	✓	✓	✓	✓

DESIGN AND TECHNOLOGY YEAR 5		Cooking			
Objectives KS2		Engineering	Autumn	Spring	Summer
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.	✓			
	Research and investigate existing products, recognising components	✓			
	Identify a purpose and establish criteria for a successful product.	✓			
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose	✓			
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail	✓			
	Explore, develop and communicate design proposals by modelling ideas	✓			
	Make detailed drawings with labels when designing (from different views showing specific features)	✓			
MAKE	Select appropriate tools and techniques for making their product and work safely / accurately	✓			
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.	✓			
	Use simple graphical communication techniques	✓			
	Join and combine materials and components accurately in temporary and permanent ways	✓			
	To measure, tape or pin, cut and join fabric with some accuracy	✓			
	To use finishing techniques to strengthen and improve the appearance of their product	✓			
TECHNICAL KNOWLEDGE	Apply understanding of how to strengthen, stiffen and reinforce complex structures	✓			
	Understand how mechanical systems work [e.g. gears, pulleys, cams, levers]	✓			
	Use mechanical systems in products [e.g. gears, pulleys, cams, levers]	✓			
	Understand how electrical systems work [e.g. series circuits incorporating switches, bulbs, motors and buzzers]	✓			
	Use electrical systems in products [e.g. series circuits incorporating switches, bulbs, motors and buzzers]	✓			
	Apply understanding of computing to programme, monitor and control products	✓			
COOKING	Know where a variety of foods are grown, reared, caught and processed		✓	✓	✓
	Know how a variety of foods are grown reared, caught and processed		✓	✓	✓
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]		✓	✓	✓
	Use a range of cooking equipment safely and hygienically		✓	✓	✓
	Weigh and measure ingredients using scales		✓	✓	✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle		✓	✓	✓
	Understand seasonality		✓	✓	✓
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability		✓	✓	
EVALUATE	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work	✓	✓	✓	✓
	Evaluate similar products including disassembly if appropriate	✓	✓	✓	✓
	Evaluate the product made against own design criteria concerning appeal to the targeted group	✓	✓	✓	✓
	Consider the suggestions of others in improving own work	✓	✓	✓	✓

DESIGN AND TECHNOLOGY YEAR 6		Cooking			
Objectives KS2		Engineering	Autumn	Spring	Summer
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.	✓			
	Research and investigate existing products, recognising components	✓			
	Identify a purpose and establish criteria for a successful product.	✓			
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose	✓			
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail	✓			
	Explore, develop and communicate design proposals by modelling ideas	✓			
	Make detailed drawings with labels when designing (from different views showing specific features)	✓			
MAKE	Select appropriate tools and techniques for making their product and work safely / accurately	✓			
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.	✓			
	Use simple graphical communication techniques	✓			
	Join and combine materials and components accurately in temporary and permanent ways	✓			
	To measure, tape or pin, cut and join fabric with some accuracy	✓			
	To use finishing techniques to strengthen and improve the appearance of their product	✓			
TECHNICAL KNOWLEDGE	Apply understanding of how to strengthen, stiffen and reinforce complex structures	✓			
	Understand how mechanical systems work [e.g. gears, pulleys, cams, levers]				
	Use mechanical systems in products [e.g. gears, pulleys, cams, levers]				
	Understand how electrical systems work [e.g. series circuits incorporating switches, bulbs, motors and buzzers]				
	Use electrical systems in products [e.g. series circuits incorporating switches, bulbs, motors and buzzers]				
COOKING	Apply understanding of computing to programme, monitor and control products				
	Know where a variety of foods are grown, reared, caught and processed		✓	✓	✓
	Know how a variety of foods are grown reared, caught and processed		✓	✓	✓
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]		✓	✓	✓
	Use a range of cooking equipment safely and hygienically		✓	✓	✓
NUTRITION	Weigh and measure ingredients using scales		✓	✓	✓
	Understand that we eat different foods depending on the occasion and lifestyle		✓	✓	✓
	Understand seasonality		✓	✓	✓
EVALUATE	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability		✓	✓	
	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work	✓	✓	✓	✓
	Evaluate similar products including disassembly if appropriate	✓	✓	✓	✓
	Evaluate the product made against own design criteria concerning appeal to the targeted group	✓	✓	✓	✓
	Consider the suggestions of others in improving own work	✓	✓	✓	✓