

DESIGN AND TECHNOLOGY							
Objective Year 1 and 2							
		A1	A2	A3	B1	B2	B3
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	Make drawings and label parts for the design process						
	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						
TECHNICAL KNOWLEDGE	Choose and use appropriate finishing techniques which improve the appearance of their product.						
	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]						
COOKING	Build structures exploring how they can be made stronger, stiffer and more stable						
	Prepare healthy, varied dishes						
	Work safely and hygienically when preparing food						
	Know where different food comes from (trees, plants, animals)						
NUTRITION	Know the types of food that are sourced in the UK						
	Understand that we eat different foods depending on the occasion and lifestyle						
	Understand that we eat different foods depending on the time of day						
	Understand seasonality						
EVALUATE	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability						
	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							
Objectives KS2							
		A1	A2	A3	B1	B2	B3
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						
	Demonstrate hygienic food preparation and storage						
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 that we eat different foods depending on the time of day						
	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						
	Disassemble and evaluate familiar products						
	Evaluate the product made against own design criteria concerning appeal to the targeted group						
	Consider the suggestions of others in improving own work						