

Design and Technology

Key Stage Two

Design

I can 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.

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

Make

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

I can select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic.

Evaluate

I can investigate and analyse a range of existing products.

I can evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

I can understand how key events and individuals in design and technology have helped shape the world.

Technical knowledge

I can apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

I can understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].

I can understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].

I can apply their understanding of computing to program, monitor and control their products.

Food

I can understand and apply the principles of a healthy and varied diet.

I can prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.

I can understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.