Option 2

Complete DT Overview: Year 1 to Year 6

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	Autumn Term	Spring Term	Summer Term
Year 1	Eat More Fruit and Vegetables	Playgrounds	Moving Pictures
Year 2	Delightful Decorations	Wacky Windmills	Seaside Snacks
Year 3	Storybooks	Making Mini Greenhouses	Light-Up Signs
Year 4	Seasonal Food	Money Containers	Torches
Year 5	Chinese Inventions	Making African Instruments	Funky Furnishings
Year 6	Programming Pioneers	Bird House Builders	Great British Dishes

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Design Technology Objectives | KS1 | Curriculum Pack Option 2

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Objective	Year 1				Year 2		
	Eat More Fruit & Veg	Playgrounds	Moving Pictures		Delightful Decorations	Wacky Windmills	Seaside Snacks
design purposeful, functional, appealing products for themselves and other users based on design criteria							
generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology							
select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]							
select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics							
explore and evaluate a range of existing products							
evaluate their ideas and products against design criteria							
build structures, exploring how they can be made stronger, stiffer and more stable							
explore and use mechanisms [for example, levers, sliders, wheels and axles], in their Products							
use the basic principles of a healthy and varied diet to prepare dishes							
understand where food comes from							

Design Technology Objectives | KS2 | Curriculum Pack Option 2

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Objective	Year 3			Year 4			Year 5			Year 6		
	Storybooks	Making Mini Greenhouses	Light-Up Signs	Seasonal Food	Money Containers	Torches	Chinese Inventions	Making African Instruments	Funky Furnishings	Programming Pioneers	Bird House Builders	Great British Dishes
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												
generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design												
select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately												
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												
investigate and analyse a range of existing products												
evaluate their ideas and products against their own design criteria and consider the views of others to improve their work												
understand how key events and individuals in design and technology have helped shape the world												
apply their understanding of how to strengthen, stiffen and reinforce more complex structures												
understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]												
understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]												
apply their understanding of computing to program, monitor and control their products												
understand and apply the principles of a healthy and varied diet												
prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques												
understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed												