	Design Technology Essential Knowledge						
Embedding our Learning Culture	Curricular Goal: Know how to design, make and evaluate different products and understand how products have changed through time KS2: How can I design, make and evaluate products and show that I understand how products have change through time? KS1: How can I plan, make and improve products and show I know how products have changed?						
Safe	Component 1: Know how to design a purposeful, functional and appealing product (design)						
keeping safevisitspositive	Reception Essential Knowledge	Year 1 Essential Knowledge	Year 2 Essential Knowledge	Year 3 Essential Knowledge	Year 4 Essential Knowledge	Year 5 Essential Knowledge	Year 6 Essential Knowledge
attitudes to learning	Year A&B How to talk about what my product should look like	Year A The way to design a product discussions use simple labelled drawings		Year A The way to design a product use detailed annotated sketches use including pattern pieces		Year A The way to design a product showing key detail use exploded diagrams	
 Achieving alteration to LTM building knowledge 	Company	Year B Templates use given versions create own		Year B Simple prototype identify the purpose create own		use computer aided design Year B Cross sectional diagrams identify specific design detail	
including recalls	Component 2: Know how to make a product by cutting, joining, finishing (make) using specific techniques (technical understanding)						
 and low stakes quizzes building confidence high expectations 	Year A&B Cooking and nutrition Different healthy and unhealthy foods Year A Cooking and nutrition Healthy and varied snacks • identify • design and make own		Year A Cooking and nutrition Principles of a healthy and varied diet apply these to design and make a simple meal Food comes from different places		Year A Cooking and nutrition Seasonality affects the food we eat • create a healthy and balanced meal based on seasonality		
 Nurtured dialogic approach learning from mistakes 	Making How to use tools safely to: • mix/blend, pour, and chop	Fruits and vegetables come from different places Making How to hold a knife and how to make a single cut: • bridge hold		How food gets to our plates Making How to hold a knife safely and cut foods in different ways: • fork secure • claw grip		Food is reared, caught and processed Making How to use different knives for different purposes	

• enhancements	Year A&B	Year A	Year A	Year A
to meet physical	Textiles	Textiles	Textiles	Textiles
and mental health needs	Materials can be joined in different ways tying knots weaving/sewing	Natural dyes can change materials beetroot, red cabbage, tea, onion or spinach etc	Fabric can be decorated in different ways simple tie-dye techniques fabric paint/pens use designs to depict a story or poem	Fabric can be decorated in different ways an awareness of the natural environment can be shown through careful colour matching showing understanding of seasonal colours
pupils supported to meet endpoints Responsible	There are different ways to cut and shape: tear cut fold	Construction Levers and sliders make things move create a product e.g. rabbit in hat/moving pictures	Construction There are different ways to make a structure stable • structures can be strengthened, stiffed and reinforced to improve stability	Construction Cams create different movements • moving toys
Respected	(with support)		buildings/bridges	
 excellent attitudes development of interpersonal skills: the whole child 		Year B Textiles How to join fabric • simple running stitches • decorate the surface by gluing on beads or buttons	Year B Textiles How to join fabric • straight stitches (running stich and back stitch) • cross stitch • blanket stitches to outline the pattern or enhance the design	Year B Textiles How to join fabric chain stitch feather stitches decorate by sewing on beads, buttons, sequins
Healthy and Active		Structures	Structures with electrical systems	Structures with electrical systems
• physical health		There are different ways to make a structure stable	Simple electrical circuits in products at least 1 light up component	Simple electrical circuits in products • more than one component (light/buzzer/ switch)
		Wheels and axles How to include moving wheels and axles in designs and products • vehicles	Levers and linkages How levers and linkages can be used in moving products • moving toys/objects	Gears and pulleys How gears and pulleys can be used in products moving vehicle with pulley and motor
		Making in textiles, construction, structures, wheels and sliders	Making in textiles, construction, structures, levers and linkages	Making in textiles, construction, structures, gears and pulleys
		There are different techniques for cutting and shaping:	Different tools should be used based on the material being cut	Different tools should be used based on the material being cut

	 tearing cutting, folding There are different techniques for joining materials: sewing glue stick an appropriate amount of PVA/fabric glue 	 scissors hand saw There are different ways to join materials sewing fabric glue PVA glue glue gun tape masking tape blu-tac 	 scissors fabric scissors hand saw There are different ways to join materials choose most appropriate way independently use glue guns safely A smooth finish is created by sanding wood
	How to use scissors accurately and safely cut to nearest cm	How to use scissors accurately and safely cut to nearest 5mm	How to use scissors accurately and safely cut within the perimeter on an object e.g. slots of cut outs
Component 3: Know how to evaluate a product (evaluation)			
Year A&B How to say what went well/could be improved next time	Year A Evaluate existing products based on a given design criteria	Year A Evaluate existing products based on a given design criteria	Year A Analyse existing products, looking at specific component parts, based on a detailed design specification
	Year B Evaluate their own products based on a given design criteria	Year B Evaluate their own design based on a given criteria, adding in their own specific design specifications	Year B Analyse their own designs based on the design specification, considering the views of others
Year A&B People can do different jobs • chef • designer • builder	Year A&B Key individuals have changed the way we live our lives	Year A&B Key individuals have helped to shape the world	Year A&B Key individuals and events in design and technology have helped to shape the world and contribute to engineering advances
	 Cooking and nutrition: Textiles: Construction: Structures: Wheels and sliders: Karl Benz 	 Cooking and nutrition: Textiles: Faith Ringold/Phillip Brown Construction: Filippo Brunelleschi Structures: Benjamin Franklin Levers and linkages: James Watt 'Watt's linkage' 	 Cooking and nutrition: Textiles: Construction: Ismail al-Jazari Structures: George Ohms/Richard Sapper Gears and pulleys: Archimedes of Syracuse

- > Each 'make' (component 2) should be combined with a design prior to making (component 1) and an evaluation (component 3) after making
- > Designer/key individuals linked to each area / in depth study of key individual

Rolling Programme				
	Year 1 and Year 2	Year 3 and Year 4	Year 5 and Year 6	
A	Cooking and nutrition	Cooking and nutrition	Cooking and nutrition	
	Textiles	Textiles	Textiles	
	Construction - levers and sliders	Construction - stable structures	Construction - cams	
В	Structures	Structures with electrical systems	Structures with electrical systems	
	Textiles	Textiles	Textiles	
	Wheels and axles	Levers and linkages	Gears and pulleys	