	YEAR GROUP/TERM	1A	1SP	1SU	2A	2SP	2SU	3A	3SP	3SU	4A	4SP	4SU	5A	5SP	5SU	6A	6SP	6SU
DESIGN	design purposeful, functional, appealing products for themselves and	Χ	Χ			Χ	Χ												
	other users based on design criteria																		
	generate, develop, model and communicate their ideas through					Χ	Х												
	talking, drawing, templates, mock-ups and, where appropriate, information and communication technology																		
	use research and develop design criteria to inform the design of								Х	Х			Х				Х	Х	Х
	innovative, functional, appealing products that are fit for purpose,								^	^			^				^	^	^
	aimed at particular individuals or groups																		
	generate, develop, model and communicate their ideas through							Χ		Х	Х	Х	Х	Х		Х		Х	Х
	discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design																		
	select from and use a range of tools and equipment to perform	Х	Х		Х	Х	Х												
MAKE	practical tasks [for example, cutting, shaping, joining and finishing]	^	_ ^		^	^	^												
	select from and use a wide range of materials and components,	Χ	Х		Х	Χ	Χ												
	including construction materials, textiles and ingredients, according to																		
	their characteristics select from and use a wider range of tools and equipment to perform								.,					.,					
	practical tasks [e.g. cutting, shaping, joining and finishing], accurately							Χ	Х	Х	Х	Х	Х	Х		Х	Χ	Х	Х
	select from and use a wider range of materials and components,							Х	Х	Х	Χ	Х	Х	Х		Χ	Х	Х	Х
	including construction materials, textiles and ingredients, according to							^	^	_ ^				_ ^			^	^	
	their functional properties and aesthetic qualities																		
EVALUATE	explore and evaluate a range of existing products					Χ	Χ												
	evaluate their ideas and products against design criteria	Χ	Х			Χ	Χ												
	investigate and analyse a range of existing products									Х	Х		Х			Х	Χ		Х
	evaluate their ideas and products against their own design criteria and								Χ	Х	Х	Х	Х	Х			Χ	Х	Х
	consider the views of others to improve their work																		1
	understand how key events and individuals in design and technology have helped shape the world							Χ		Х	Χ	Х	Х	Х		Х	Χ		Х
TECHNICAL KNOWLEDGE	build structures, exploring how they can be made stronger, stiffer and					Х													
	more stable					^													
	explore and use mechanisms [levers, sliders, wheels and axles], in		Х			Χ													
	their products.																		
	apply their understanding of how to strengthen, stiffen and reinforce more complex structures							Χ		Х		Х	Х	Х		Х	Χ		Х
	understand and use mechanical systems in their products [for												Х	Х					Х
	example, gears, pulleys, cams, levers and linkages]												Λ.	^					^
	understand and use electrical systems in their products [e.g. series																		Х
	circuits incorporating switches, bulbs, buzzers and motors]																	\vdash	L
	apply their understanding of computing to program, monitor and control their products													Х			Χ		Х
COOKING NUTRITION	use basic principles of a healthy and varied diet to prepare dishes			Х															
	understand where food comes from			X															
	understand and apply the principles of a healthy and varied diet			^						Х					Х				
	prepare and cook a variety of predominantly savoury dishes using										V							\vdash	
	a range of cooking techniques									Х	Х				Х			1 '	
	understand seasonality, and know where and how a variety of									Х					Х				
	ingredients are grown, reared, caught and processed														^			1 '	
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