2024/25 Design & Technology Curriculum Coverage



D&T	Coverage	۳۱ Chop, Slice	Y Funny Face	✓ Shade and	m Taxi!	Y2 Beach Hut	v2 Cut, Stitch	Y2 Remarkabl	(Y3) Beautiful B	v3 Cook Well,	(Y3) Greenhouse	wa Making It	(Y4) Electrical	Y4 Fresh Food	(Y4) Functional	74 Tomb Build	YS Architecture	vs Eat the Se	vs Moving Me	YS Sow, Grow	Ye Electrical	Y6 Engineer	Ye Food for Life	Ye Make Do a
Design	(P. of Study) Design purposeful, functional, appealing products for themselves and other users based on design criteria.	0		2	0	0	0	0																
Design	P. of Study Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	0		2	0	0	0	0																
Make	P. of Study Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).	0	0			0	2	2																
Make	P. of Study Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.		0	2		0	2																	

D&T	Coverage	✓ Chop, Slice	YI Funny Face	Y Shade and	Taxi!	Y2 Beach Hut	v2 Cut, Stitch	v2 Remarkabl	v3 Beautiful B	(Y3) Cook Well,	(Y3) Greenhouse	(Y3) Making It	Y4 Electrical	Y4 Fresh Food	Y4 Functional	74 Tomb Build	YS Architecture	(YS) Eat the Se	YS Moving Me	Y5 Sow, Grow	Ye Electrical	Yo Engineer	Ye Food for Life	Ye Make Do a
Evaluate	(P. of Study) Explore and evaluate a range of existing products.			2	2		3	0																
Evaluate	(KSI) 6 (P. of Study) Evaluate their ideas and products against design criteria.	0		0	1	1	0	0																
Technical knowledge	P. of Study Build structures, exploring how they can be made stronger, stiffer and more stable.			2		2																		
Technical knowledge	P. of Study Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.				2																			
Cooking and nutrition	P. of Study Use the basic principles of a healthy and varied diet to prepare dishes.	2						2																
Cooking and nutrition	P. of Study Understand where food comes from.	0						0																

D&T	Coverage	Y Chop, Slice	Y Funny Face	Y Shade and	Taxi!	Y2 Beach Hut	Y2 Cut, Stitch	v2 Remarkabl	Y3 Beautiful B	(Y3) Cook Well,	(Y3) Greenhouse	wa Making It	Y4 Electrical	YA Fresh Food	Y2 Functional	Tomb Build	Y5 Architecture	Y5 Eat the Se	Y5 Moving Me	Y5 Sow, Grow	Ye Electrical	Y6 Engineer	Ye Food for Life	Make Do a
Aims and purpose	P. of Study (optional) Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.	1		0				0		0				1										
Make	P. of Study 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.								1		0	0		1	1	1	0		0			3		2
Evaluate	P. of Study Investigate and analyse a range of existing products.										0	1	3	0	3		2					2	4	2
Evaluate	P. of Study Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.									0	0	2	0	0	0	0	1		3		0	0	0	

D&T	Coverage	Thop, Slice	Y Funny Face	Shade and	Taxi!	Y2 Beach Hut	Y2 Cut, Stitch	vz Remarkabl	(Y3) Beautiful B	(Y3) Cook Well,	(y3) Greenhouse	(Y3) Making It	Ya Electrical	Y4 Fresh Food	(Y4) Functional	Y4 Tomb Build	(YS) Architecture	(Y5) Eat the Se	ys Moving Me	YS Sow, Grow	(YG) Electrical	Ye Engineer	Ye Food for Life	Ye Make Do a
Technical knowledge	P. of Study Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).											3				3			3					
Technical knowledge	(F. of Study) Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).												0								2			
Technical knowledge	P. of Study Apply their understanding of computing to program, monitor and control their products.												2								4			
Design	P. of Study 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.									0	1	0	2	1	1		0				1	1		

D&T	Coverage	T Chop, Slice	Y Funny Face	₩ Shade and	Taxi!	Y2 Beach Hut	v2 Cut, Stitch	vz Remarkabl	(Y3) Beautiful B	(Y3) Cook Well,	(Y3) Greenhouse	Making It	Y4 Electrical	Y4 Fresh Food	Y4 Functional	Y4 Tomb Build	Y5 Architecture	vs Eat the Se	vs Moving Me	Y5 Sow, Grow	Ye Electrical	Ye Engineer	Ye Food for Life	Y6 Make Do a
Design	P. of Study Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.									1	0	0	2	0	0		0				0	1		
Evaluate	P. of Study Understand how key events and individuals in design and technology have helped shape the world.									0	0			2	1		1					0		
Technical knowledge	P. of Study Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.										1			1			2		1			2		
Cooking and nutrition	P. of Study Understand and apply the principles of a healthy and varied diet.									0				3				3					0	
Cooking and nutrition	P. of Study Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.									3				0				2					3	

D&T	Coverage	✓ Chop, Slice	YI Funny Face	YI Shade and	Taxi!	Y2 Beach Hut	v2 Cut, Stitch	Y2 Remarkabl	(Y3) Beautiful B	(Y3) Cook Well,	(Y3) Greenhouse	(Y3) Making It	(Y4) Electrical	Y4 Fresh Food	(Y4) Functional	74 Tomb Build	Y5 Architecture	YS Eat the Se	YS Moving Me	YS Sow, Grow	Ye Electrical	Y6 Engineer	Ye Food for Life	Ye Make Do a
Cooking and nutrition	P. of Study Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.									1				1				1		0			0	
Make	P. of Study Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.								0		2	2			2				0					4
Aims and purpose	P. of Study (optional) Critique, evaluate and test their ideas and products and the work of others.																		0		0			