

Farmilo Primary Subject National Curriculum Overview

Subject: Design and Technology

KS1 National Curriculum Statement	Cornerstones Unit or Taught Discretely	Year Group
design purposeful, functional, appealing products for themselves and other users based on design criteria	All units	KS1
generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	All units	KS1
select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	All units	KS1
select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	All units	KS1
explore and evaluate a range of existing products	All units	KS1
evaluate their ideas and products against design criteria	All units	KS1
build structures, exploring how they can be made stronger, stiffer and more stable	Structures - Beach Huts	KS1
explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Push and Pull - Greeting card	KS1
use the basic principles of a healthy and varied diet to prepare dishes	Chop Slice and mash Cut, stitch and join	KS1
understand where food comes from.	Chop slice and mash Cut, stitch and join	KS1

Whittaker Moss Subject National Curriculum Overview

KS2 National Curriculum Statement	Cornerstones Unit or Taught Discretely	Year Group
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	All units	KS2
generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	All units	KS2
select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	All units	KS2
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	All units	KS2
investigate and analyse a range of existing products	All units	KS2
evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	All units	KS2
understand how key events and individuals in design and technology have helped shape the world	Cut, Stitch and Join - Cath Kidston Functional and fancy fabrics - William Morris	KS1 LKS2
apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Greenhouse Engineer	LKS2 Year 6
understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Push and Pull Greenhouse Engineer	KS1 LKS2 Year 6

apply their understanding of computing to program, monitor and control their products. There is a link to a Year 4 science unit - called "Electrical circuits and conductors.	Architecture	Year 5
understand and apply the principles of a healthy and varied diet	Remarkable recipes Chop, Slice and Mash Cook well, eat well Fresh food, good food Eat the seasons Food for life	KS1 KS1 LKS2 LKS2 Year 5 Year 6
prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	Cook well, eat well Fresh food, good food Eat the seasons Food for life	LKS2 LKS2 Year 5 Year 6
understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Eat the seasons	Year 5