

National Curriculum DT Key Stage 2 Coverage 2024 - 2025

Design

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

Year 3 – Fairground Rides
 Year 3 – Sewing a Christmas Stocking
 Year 5 – Moving Toys
 Year 3 – Pneumatic Monsters
 Year 3 – Sewing a Christmas Stocking
 Year 5 – Moving Toys
 Year 3 – Eating Seasonally
 Year 4 – Design & make a rationed meal
 Year 5 – Greek Food
 Year 6 – Come Dine with Me

Make

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

Year 3 – Pneumatic Monsters
 Year 3 – Sewing a Christmas Stocking
 Year 4 – Light up Christmas card
 Year 5 – Moving Toys
 Year 6 – Bridges

Evaluate

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

Year 3 – Pneumatic Monsters
 Year 5 – Moving Toys
 Year 6 – Bridges

ALL TOPICS

Technical Knowledge

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

Year 3 – Pneumatic Monsters
 Year 5 – Moving Toys
 Year 6 – Bridges

Year 3 – Fairground Rides
 Year 5 – Moving Toys

Year 4 – Making a Christmas card with circuit.
 Year 6 – Electronic Games

Year 5 – LEGO Coding – Build Mars Rover (NHM Visit)

Cooking and Nutrition

understand and apply the principles of a healthy and varied diet	Year 3 – Eating Seasonally (K) Year 6 – Come Dine with Me
prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	Year 3 – Making dishes using seasonal fruit & vegetables (Kapow Primary) Year 4 – Cook a meal using a rations. Year 5 – Greek Food Year 6 – Come Dine with Me
understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Whole foods Chutney Making Project (Year 4 & 5) Year 3 – Eating Seasonally
Topics highlighted in yellow are from Kapow planning	

Cooking & Nutrition	Mechanisms	Structures	Textiles	Digital World	Electrical Systems
Year 3 – Eating Seasonally (K)	Year 3 – Pneumatic Monsters (K)	Year 6 - Bridges (K)	Year 3 – Making a Christmas stocking	Year 5 – Design Mars Rover – NHM School Trip	Year 4 – Making a light up Christmas Card
Year 4 – Design & make a rationed meal	Year 5 – Mechanical Toys (planning is available on Kapow – Yr6)				Year 6 – Steady Hand Game (K)
Year 5 – Greek Food					
Year 6 – Come Dine with Me (K)					

Year 3	Brite Boxes Every week Year 3 children receive a box of ingredients and a recipe for a healthy meal to cook with their family.
Year 4	Healthy Living Project
Year 4 & 5	Whole foods chutney making
Year 4	Fruit picking at Crockford Bridge Farm
Selected Year 5	Chutney making master class. Making chutney. Selling the chutney at a Whole Food Store market.

National Curriculum DT Key Stage 1 Coverage 2022 - 2023

Design

design purposeful, functional, appealing products for themselves and other users based on design criteria

Year 1 – Constructing a Windmill
Year 1 – Making a Castle
Year 2 – Chair for Baby Bear
Year 2 – Sewing a pouch

generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Year 1 – Constructing a Windmill
Year 1 – Making a Castle
Year 1 – Moving Toys
Year 2 – Chair for Baby Bear

Make

select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Year 1 – Constructing a Windmill
Year 1 – Making a Castle
Year 1 – Moving Toys
Year 2 – Chair for Baby Bear
Year 2 – Sewing a pouch

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Year 1 – Constructing a Windmill
Year 1 – Making a Castle
Year 1 – Moving Toys
Year 2 – Chair for Baby Bear
Year 2 – Sewing a pouch

Evaluate

explore and evaluate a range of existing products

Year 1 – Moving Toys
Year 2 – Chair for Baby Bear
Year 2 – Sewing a pouch

evaluate their ideas and products against design criteria

Year 1 – Moving Toys
Year 2 – Chair for Baby Bear
Year 2 – Sewing a pouch

Technical Knowledge

build structures, exploring how they can be made stronger, stiffer and more stable

Year 1 – Constructing a Windmill
Year 1 – Making a Castle
Year 2 – Chair for Baby Bear

explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Year 1 – Moving Toys

Cooking and Nutrition

use the basic principles of a healthy and varied diet to prepare dishes

Year 1 - Smoothies
Year 2 – Planning a dish using a budget

understand where food comes from.

Year 1 - Smoothies

Topics highlighted in yellow are from Kapow planning

Food & Nutrition	Mechanisms	Structures	Textiles
<p>Fruit & Vegetables - Making Smoothies (1)</p> <p>Making Pizzas at Pizza Express (2)</p> <p>Design and make a baked item on a budget (2)</p>	<p>Wheels & Axels – Moving Toys (1)</p>	<p>Constructing a Windmill (1)</p> <p>Constructing a Castle (1)</p> <p>Design a Chair for Baby Bear (2)</p>	<p>Making pouches (2)</p>