

Subject Overview: Design & Technology

	Autumn 1	Autumn 2	Spring 1	1	Spring 2	2	Summe	r 1	Summer 2	
Year R	Mechanisms: Vehicles		Structures: Constructing		Food: Bis	Food: Biscuits		Textiles: Joining		
	Design, make and evaluate a vehicle (product) for a character (user) for moving somewhere (purpose). 1: What products already exist? Evaluate 2: What is our design criteria? How can our product be purposeful, functional and appealing? Design 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate 4: How effectively does my product meet its purpose? Evaluate		Design, make and evaluate a building (product) for other children (user) for playing in (purpose). 1: What products already exist? Evaluate 2: What is our design criteria? How can our product be purposeful, functional and appealing? Design 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate 4: How effectively does my product		Design, make and evaluate a decorated biscuit (product) for themselves (user) for eating and enjoying (purpose). 1: What products already exist? Evaluate 2: What is our design criteria? How can our product be purposeful, functional and appealing? Design 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate 4: How effectively does my product meet its purpose? Evaluate		Design, make and evaluate a design (product) for a chosen person (user) for showing appreciation and celebrating (purpose). 1: What products already exist? Evaluate 2: What is our design criteria? How can our product be purposeful, functional and appealing? Design 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate 4: How effectively does my product meet its purpose? Evaluate Design Consider the user and purpose of a product.			
	Design Consider the user and purpose of a product. Make a product for another user.							Make a product for another user. Select from and use tools, materials and equipment to create a simple product		
	Make simple product.	scissors, glue, paper fasteners and masking products. What is it for? How does it work? Where might it be from? Why have these been used? What do you like the and would change about a product they		Consider the user and purpose of a product. Make a product for another user. Select from and use tools,	Design Make ** Evaluate	Consider the user and purpose of a product. Make a product for another user. Select from and use tools, materials and equipment to create a simple product. Describe the taste and smell of ingredients.	Evaluate use and lide	Use different fabrics. Cut and join fabrics with simple techniques (e.g. glue).	ole techniques (e.g. glue).	
	Evaluate used? What materials is it made from							Explore a range of existing pr What product is it? Who is it for? Who used? What materials is it made from and dislike about it?	roducts. hat is it for? How does it work? Where might it be n? Why have these been used? What do you like	
			Make	materials and equipment to create a simple product. Use construction kits to build				Identify something they like a make.	nd would change about a product they	
				walls, towers and frameworks. Explore a range of existing		Prepare ingredients using simple techniques (e.g. mixing).				
			Evaluate	products. What product is it? Who is it for? What is it for? How does it work? Where might it be used? What		Explore a range of existing products. What product is it? Who is it for? What is it for? How does it work? Where might it be used? What materials is it made from? Why have these been used? What do you like and dislike about it?				
				Identify something they like and would change about a product they make.		Identify something they like and would change about a product they make.				

Year 1

Mechanisms: Sliders and Levers

Design, make and evaluate a moving book/poster (product) for another child (user) for playing with during a story (purpose).



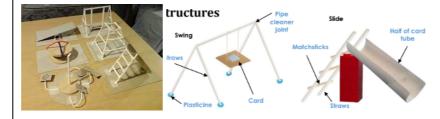


- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking and mock-ups to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design	Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user/functionality/aesthetics/materials/scale (shape, size, weight). Generate, develop, model and communicate their ideas as
	appropriate through talking , drawing, templates and mock-ups .
	Select materials for the product and give simple reasons why they have chosen them.
Make	Select from and use a range of tools, materials and equipment to perform practical tasks.
	Use simple finishing techniques suitable for the product they are creating.
	Use sliders and levers for a purpose.
Evaluate	Explore a range of existing products. What product is it? Who is it for? What is it for? How does it work? Where might it be used? What materials is it made from? Why have these been used? What do you like and dislike about it?
	Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

Structures: Freestanding Structures

Design, make and evaluate a playground structure (product) for a toy figure / character (user) for playing with (purpose).



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking and drawing to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user/functionality/aesthetics/ materials / scale (shape, size, weight).



Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates and mock-ups.

Select materials for the product and give simple reasons why they have chosen them.

Make

Select from and use a range of tools, materials and equipment to perform practical tasks.



Use simple finishing techniques suitable for the product they are

Know how to make freestanding structures stronger, stiffer and more

What product is it? Who is it for? What is it for? How does it work? Where might it be Evaluate used? What materials is it made from? Why have these been used? What do you like and dislike about it?

Explore a range of existing products.



Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

Food: Preparing Fruit and Vegetables

Design, make and evaluate a **fruit / vegetable snack** (product) for **themselves** (user) for a picnic (purpose).



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking and drawing to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user / functionality / aesthetics / materials / scale (shape, size, weight).

Generate, develop, model and communicate their ideas as

Select materials for the product and give simple reasons why they have chosen them.

appropriate through talking, drawing, templates and mock-ups.

Select from and use a range of tools, materials and equipment to perform practical tasks.

Use simple finishing techniques suitable for the product they are creating.

Make



Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell plate.

Prepare (e.g. measuring, chopping, peeling, grating) and assemble ingredients safely and hygienically.

Know that all food comes from plants and animals and that it must be farmed, grown elsewhere (e.g. home) or caught.

Explore a range of existing products.

What product is it? Who is it for? What is it for? How does it work? Where might it be Evaluate used? What materials is it made from? Why have these been used? What do you like and dislike about it?



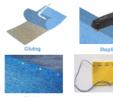
Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

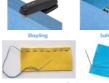
Year 2

Textiles: Templates and Joining Techniques

Design, make and evaluate a puppet (product) for a friend (user) for putting on a puppet show (purpose).

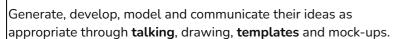






- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking and templates to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user/functionality/aesthetics/ materials / scale (shape, size, weight).



Select materials for the product and give simple reasons why they have chosen them.

Select from and use a range of tools, materials and equipment to perform practical tasks.

Make

Use simple finishing techniques suitable for the product they are



Understand how simple 3D textile products are made, using a template to create two identical shapes.

Understand how to join fabrics using different techniques (e.g. running stitch, glue, over stitch, stapling).

Explore a range of existing products.

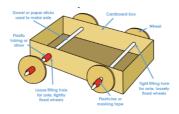
Explore different finishing techniques (e.g. painting, fabric crayons, stitching, sequins, buttons, ribbons).

What product is it? Who is it for? What is it for? How does it work? Where might it be Evaluate used? What materials is it made from? Why have these been used? What do you like and dislike about it?

Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

Mechanisms: Wheels and Axles

Design, make and evaluate a transportation vehicle (product) for an explorer (user) for moving around in (purpose).



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking and drawing to show our design? Desian
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user/functionality/aesthetics/ materials / scale (shape, size, weight).



Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates and mock-ups.

Select materials for the product and give simple reasons why they have chosen them.

Select from and use a range of tools, materials and equipment to perform practical tasks.



Make

Use simple finishing techniques suitable for the product they are

Explore and use wheels, axles and axle holders.

Distinguish between fixed and freely moving axles.

Explore a range of existing products.

What product is it? Who is it for? What is it for? How does it work? Where might it be Evaluate used? What materials is it made from? Why have these been used? What do you like and dislike about it?



Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

Food: Preparing Fruit and Vegetables

Design, make and evaluate a fruit salad (product) for their family (user) for enjoying eating healthily (purpose).



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use talking to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Design a functional and appealing product for a chosen user and purpose based on simple design criteria - user/functionality/aesthetics/ materials / scale (shape, size, weight).



Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates and mock-ups.

Select materials for the product and give simple reasons why they have chosen them.

Select from and use a range of tools, materials and equipment to perform practical tasks.

Use simple finishing techniques suitable for the product they are

Make



Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell plate.

Prepare (e.g. measuring, chopping, peeling, grating) and assemble ingredients safely and hygienically.

Know that all food comes from plants and animals and that it must be farmed, grown elsewhere (e.g. home) or caught.

Explore a range of existing products.

What product is it? Who is it for? What is it for? How does it work? Where might it be Evaluate used? What materials is it made from? Why have these been used? What do you like and dislike about it?



Evaluate their product by discussing how well it works in relation to the purpose and whether it meets design criteria.

Food: Healthy and Varied Diet

Year 3

Design, make and evaluate a **type of sandwich** (product) for **themselves** (user) for **eating on a picnic** (purpose).



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use cross-sectional drawings to show our design? *Design*
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? *Design Make Evaluate*
- 4: How effectively does my product meet its purpose? *Evaluate*

Design

Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user/functionality/aesthetics/materials/scale (shape, size, weight).

Use annotated sketches, prototypes, **cross-sectional drawings** and computer-aided design to develop and communicate ideas.

Plan and order the main stages of making.

Select appropriate materials for the product according to their functional properties and aesthetic qualities.

Select from and use appropriate tools with some accuracy.

Make

Use finishing techniques suitable for the product they are creating.



Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell plate.

Prepare (e.g. measuring, chopping, peeling, grating) and assemble ingredients safely and hygienically, following a recipe.

Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.

Evaluate



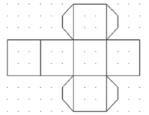
Investigate and evaluate a range of existing products, including analysing the materials, components and techniques that have been used.

Test and evaluate their product against design criteria and the intended user and purpose.

Structures: Shell Structures

Design, make and evaluate a **cardboard packaging box** (product) for **a shop** (user) for **containing and selling a product** (purpose).





- 1: What products already exist? How did Robert Gair and Kelloggs develop cardboard packaging? *Evaluate*
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use annotated sketches and computer-aided design to show our design? *Design*
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? *Design Make Evaluate*
- 4: How effectively does my product meet its purpose? Evaluate

Design

Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user/functionality / aesthetics / materials / scale (shape, size, weight).



Use **annotated sketches**, prototypes, cross-sectional drawings and **computer-aided design** to develop and communicate ideas.

Plan and order the main stages of making.

Select appropriate materials for the product according to their functional properties and aesthetic qualities.

Make

Select from and use appropriate tools with some accuracy.



Use finishing techniques suitable for the product they are creating.

Develop and use knowledge of how to construct strong, stiff shell structures.

Develop and use knowledge of nets of cubes and cuboids.

Investigate and evaluate a range of existing products, including analysing the materials, components and techniques that have been used.

Evaluate



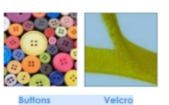
Understand how a key event/individual has influenced the development of an existing product.

Test and evaluate their product against design criteria and the intended user and purpose.

Textiles: 2D Shape to 3D Product

Design, make and evaluate a **pencil case** (product) for **themselves** (user) for **carrying things** (purpose).





- 1: What products already exist? How did the development of velcro/hook-and-loop fasteners transform products? *Evaluate*
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use prototypes to show our design? *Design*
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user/functionality / aesthetics / materials / scale (shape, size, weight).

Use annotated sketches, **prototypes**, cross-sectional drawings and computer-aided design to develop and communicate ideas.

Plan and order the main stages of making.

Select appropriate materials for the product according to their functional properties and aesthetic qualities.

Make

cinc

Select from and use appropriate tools with some accuracy.

Use finishing techniques suitable for the product they are creating.

Know how to strengthen, stiffen and reinforce existing fabrics.

Understand how to securely join two pieces of fabric together.

Understand the need for patterns and seam allowances.

Investigate and evaluate a range of existing products, including analysing the materials, components and techniques that have been used.

Evaluate



Understand how a key event/individual has influenced the development of an existing product.

Test and evaluate their product against design criteria and the intended user and purpose.

Year 4

Mechanisms: Levers and Linkages

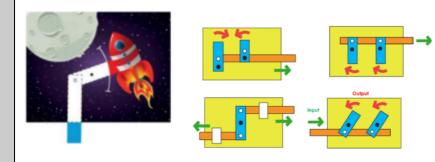
Design, make and evaluate a **book with moving parts** (product) for **younger children** (user) for **entertainment** (purpose).

Electrical Systems: Circuits and Switches

Design, make and evaluate a **buzzer** (product) for **themselves** (user) for **using** in a quiz (purpose).

Food: Healthy and Varied Diet

Design, make and evaluate a **salad** (product) for **their family** (user) for **eating healthily** (purpose).



- 1: What products already exist? How did Mary Anderson's development of the windscreen wiper change the use of levers and linkages? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use prototypes to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

4: How et	Tectively does my product meet its purpose? Evaluate				
Design	Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user / functionality / aesthetics / materials / scale (shape, size, weight).				
_	Use annotated sketches, prototypes , cross-sectional drawings and				
	computer-aided design to develop and communicate ideas.				
	Plan and order the main stages of making.				
	Select appropriate materials for the product according to their functional properties and aesthetic qualities.				
Make	Select from and use appropriate tools with some accuracy.				
	Use finishing techniques suitable for the product they are creating.				
	Understand and use lever and linkage mechanisms.				
	Distinguish between fixed and loose pivots.				
	Investigate and evaluate a range of existing products, including analysing the materials, components and techniques that have been used.				
Evaluate	Understand how a key event/individual has influenced the development of an existing product.				
	Test and evaluate their product against design criteria and the				





- 1: What products already exist? How has the invention of electricity helped shape the world? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use annotated sketches to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design	Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user/functionality/aesthetics/materials/scale (shape, size, weight).
	Use annotated sketches , prototypes, cross-sectional drawings and computer-aided design to develop and communicate ideas.
	Plan and order the main stages of making.

Make



Select appropriate materials for the product according to their functional properties and aesthetic qualities.

Select from and use appropriate tools with some accuracy.

Use finishing techniques suitable for the product they are creating.

Understand and use electrical systems in their products.

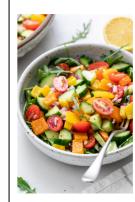
Investigate and evaluate a range of existing products, including analysing the materials, components and techniques that have been used.

Evaluate



Understand how a key event/individual has influenced the development of an existing product.

Test and evaluate their product against design criteria and the intended user and purpose.



- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use annotated sketches to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Design

Generate realistic ideas and design criteria collaboratively, focusing on the needs of the user and purpose of the product - user/functionality aesthetics / materials / scale (shape, size, weight).

Use **annotated sketches**, prototypes, cross-sectional drawings and computer-aided design to develop and communicate ideas.

Plan and order the main stages of making.

Select appropriate materials for the product according to their functional properties and aesthetic qualities.

Select from and use appropriate tools with some accuracy.

Make

Use finishing techniques suitable for the product they are creating.

Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell blate.

Prepare (e.g. measuring, chopping, peeling, grating) and assemble ingredients safely and hygienically, following a recipe.

Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.

Evaluate

Investigate and evaluate a range of existing products, including

analysing the materials, components and techniques that have been used.

Test and evaluate their product against design criteria and the intended user and purpose.

Structures: Frame Structures Year 5

intended user and purpose.

Design, make and evaluate a model of a building (product) for the class (user)

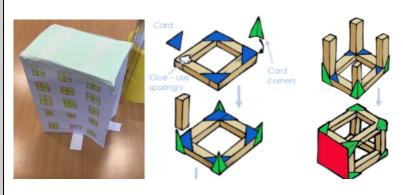
Electrical Systems: Monitoring and Control

Design, make and evaluate a fairground ride (product) for an interactive

Food: Celebrating Culture and Seasonality

Design, make and evaluate a pizza (product) for themselves (user) for a pizza

for building a model village (purpose).



- 1: What products already exist? How have significant architects helped shape the world? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use cross-sectional diagrams and prototypes to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and questionnaires.

Design

Develop a design specification for a functional product - user/ functionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Make



Competently select and accurately assemble materials.

Use finishing and decorative techniques suitable for the product they are designing and making.

Develop and use knowledge of how to strengthen, stiffen and reinforce 3D frameworks.

Investigate and evaluate a range of existing products.

Evaluate



Investigate key events and individuals relevant to existing product development.

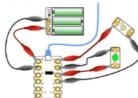
Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.

display (user) for entertainment (purpose). link to Computing









- 1: What products already exist? How has the invention and development of lights helped shape the world? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use annotated sketches to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and questionnaires.

Design



Develop a design specification for a functional product - user/ functionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Competently select and accurately assemble materials.

Make



Use finishing and decorative techniques suitable for the product they are designing and making.

Understand that mechanical and electrical systems have an input, process and an output.

Understand and use electrical systems in their products (e.g. series circuits incorporating switches, bulbs, buzzers and motors).

Apply their understanding of computing to program, monitor and control their products.

Investigate and evaluate a range of existing products.

Evaluate



Investigate key events and individuals relevant to existing product development.

Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.

buffet (purpose).





- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use exploded diagrams to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? *Evaluate*

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and questionnaires.

Design



Develop a design specification for a functional product - user/ functionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Competently select and accurately assemble materials.

Use finishing and decorative techniques suitable for the product they are designing and making.

Make



Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell plate.

Know how to use utensils and equipment including heat sources to prepare and cook food, creating and refining recipes.

Understand the importance of correct storage and handling of ingredients.

Understand about seasonality in relation to food products and the source of different food products.

Evaluate



Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for

Investigate and evaluate a range of existing products.

Food: Celebrating Culture and Seasonality

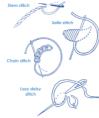
Textiles: Combining Different Fabric Shapes Year 6

Mechanisms: Cams

Design, make and evaluate a mobile phone case (product) for themselves or a chosen adult (user) for carrying and protecting a phone (purpose).







- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use pattern pieces and computer-aided design to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and questionnaires.

Design



Develop a design specification for a functional product - user/ functionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Competently select and accurately assemble materials.

Investigate and evaluate a range of existing products.

Make



Use finishing and decorative techniques suitable for the product they are designing and making.

Use a combination of accurately made pattern pieces, fabric shapes and different fabrics (strengthened, stiffened and reinforced where appropriate) within a product.

Evaluate



Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.

Design, make and evaluate a couscous dish (product) for their family (user) for eating to celebrate cultures from around the world (purpose).



- 1: What products already exist? How have chefs from different cuisines developed the food we eat (Jamie Oliver, Heston Blumenthal, Delia Smith, Yotam Ottolenghi, Magnus Nilsson, Francis Mallmann, Vikas Khanna)? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use annotated sketches to show our design?
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and guestionnaires.

Design



Develop a design specification for a functional product - user/ functionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Competently select and accurately assemble materials.

Use finishing and decorative techniques suitable for the product they are designing and making.



Understand and apply the principles of a healthy and varied diet to prepare dishes, including how ingredients are part of the eatwell plate.

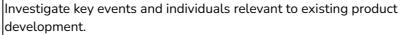
Know how to use utensils and equipment including heat sources to prepare and cook food, creating and refining recipes.

Understand the importance of correct storage and handling of ingredients.

Understand about seasonality in relation to food products and the source of different food products.

Investigate and evaluate a range of existing products.

Evaluate





Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.

Design, make and evaluate a moving toy (product) for a younger child (user) for playing with (purpose).

link to Computing (3D modelling and printing)









- 1: What products already exist? Evaluate
- 2: What is our design criteria? How can our product be purposeful, functional and appealing? How can we use exploded diagrams and computer-aided design to show our design? Design
- 3: What materials and tools will I use to make the product and why? What technical skills will I use to make the product? Design Make Evaluate
- 4: How effectively does my product meet its purpose? Evaluate

Generate innovative ideas based upon research into user needs and existing products using surveys, interviews and questionnaires.

Design



Develop a design specification for a functional product - user / unctionality / aesthetics / materials / scale (shape, size, weight) / manufacturing resources (tools, time) / safety / environmental considerations / cost.

Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.

Competently select and accurately assemble materials.

Make



Use finishing and decorative techniques suitable for the product they are designing and making.

Understand that mechanical and electrical systems have an input, process and an output.

Understand how cams, gears and pulleys can be used to speed up, slow down or change the direction of movement.

Evaluate



Test products with the intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.

Investigate and evaluate a range of existing products.