

Perton Primary Academy
DT

Term	Year 1	Year 2	Year 3	Year 4
Autumn A	Shade and Shelter	Remarkable Recipes	Cook Well, Eat Well	Fresh Food, Good Food
Spring	Taxi!	Beach Hut	Making it Move	Functional and Fancy Fabrics
Summer	Chop, Slice and Mash	Cut, Stitch and Join	Greenhouse	Tomb Builders

Year 1 Curriculum

Pupils should be taught to:	
<ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). • Explore and evaluate a range of existing products • Evaluate their ideas and products against design criteria. • Build structures, exploring how they can be made stronger, stiffer and more stable. • Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products. • Use the basic principles of a healthy and varied diet to prepare dishes. 	
Design purposeful, functional, appealing products for themselves and other users based on design criteria.	
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	
Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).	
Explore and evaluate a range of existing products	
Evaluate their ideas and products against design criteria.	
Build structures, exploring how they can be made stronger, stiffer and more stable.	
Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.	
Use the basic principles of a healthy and varied diet to prepare dishes.	
Year 2	
Pupils should be taught to:	

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).
- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria.
- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.
- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.
- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

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

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

Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).

Explore and evaluate a range of existing products

Evaluate their ideas and products against design criteria.

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

Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.

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

Understand where food comes from.	
Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.	
Year 3	
<p>Pupils should be taught:</p> <ul style="list-style-type: none"> • 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. • Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. • Understand and apply the principles of a healthy and varied diet. • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. • Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 	
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.	
Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.	
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	
Understand and apply the principles of a healthy and varied diet.	
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	

Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	
Year 4	
Pupils should be taught:	
<ul style="list-style-type: none"> ● 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. ● Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately. ● 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. ● Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. ● Understand and apply the principles of a healthy and varied diet. ● Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. 	
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.	
Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.	
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.	
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Not covered?

Understand and apply the principles of a healthy and varied diet.	
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	