

Subject	Aspect	Thread	Outcomes	Year
Design and Technology	Year 1	Pumpkin Soup	To cut and grate simple foods safely	1
Design and Technology	Year 1	Pumpkin Soup	To discuss what foods are healthy and their benefits	1
Design and Technology	Year 1	Pumpkin Soup	To identify whether a food comes from a plant or animal	1
Design and Technology	Year 1	Vehicles	To use and explore the movement of wheels and axels. (Technical Knowledge)	1
Design and Technology	Year 1	Vehicles	To evaluate existing products by saying what is good and not so good about them.	1
Design and Technology	Year 1	Vehicles	To design a product using a design criteria.	1
Design and Technology	Year 1	Vehicles	To select appropriate materials and components according to their characteristics. (Make)	1
Design and Technology	Year 1	Vehicles	To begin to evaluate own products against a design criteria.	1
Design and Technology	Year 1	Playground Games	To explore existing products and discuss their user and purpose. (Evaluate)	1
Design and Technology	Year 1	Playground Games	To state what product is being designed and made, and who it is for. (Design)	1
Design and Technology	Year 1	Playground Games	To select and use simple utensils, tools and equipment (e.g. to peel, cut, grate/to cut and join paper, card and fabric). (Make)	1
Design and Technology	Year 1	Playground Games	To evaluate own products by saying what is good and not so good about them.	1
Design and Technology	Year 1	Wigs	To develop and communicate ideas by talking and drawing. (Design)	1
Design and Technology	Year 1	Wigs	To understand how to join two pieces of fabric together (glue, staples). (Technical Knowledge)	1
Design and Technology	Year 1	Wigs	To follow procedures for safety and hygiene. (Make)	1
Design and Technology	Year 1	Wigs	To evaluate own products by saying what is good and not so good about them.	1
Design and Technology	Year 1	Rockets	To develop and communicate ideas by talking and drawing. (Design)	1
Design and Technology	Year 1	Rockets	To select and use simple utensils, tools and equipment. (Make)	1
Design and Technology	Year 1	Moving Picture	To evaluate existing products by saying what is good and not so good about them.	1
Design and Technology	Year 1	Moving Picture	To use and explore the movement of levels and sliders. (Technical Knowledge)	1
Design and Technology	Year 1	Moving Picture	To generate ideas by drawing on own experiences. (Design)	1
Design and Technology	Year 1	Moving Picture	LI: To select and use simple utensils, tools and equipment (e.g. to peel, cut, grate/to cut and join paper, card and fabric). (Make)	1
Design and Technology	Year 1	Moving Picture	To evaluate own products by saying what is good and not so good about them.	1
Design and Technology	Year 2	Fried Rice	To prepare foods safely and hygienically (chopping, peeling, slicing).	2
Design and Technology	Year 2	Fried Rice	To name and sort foods into the five groups in The Eatwell Plate.	2
Design and Technology	Year 2	Fried Rice	To know that food has to be farmed, grown elsewhere (e.g. home) or caught.	2
Design and Technology	Year 2	Drawbridges	To explore and use winding mechanisms (e.g. cotton reels). (Technical Knowledge)	2
Design and Technology	Year 2	Drawbridges	To describe intention of a product and how it will work. (Design)	2
Design and Technology	Year 2	Drawbridges	To select and use safely a range of appropriate utensils, tools and equipment that are best suited for purpose. (Make)	2
Design and Technology	Year 2	Drawbridges	To suggest why and how products could be improved.	2
Design and Technology	Year 2	Robots	To explore existing products (e.g. what they are made from, how they work and how and where they are used). (Evaluate)	2
Design and Technology	Year 2	Robots	To explore how structures can be made stronger, stiffer and more stable. (Technical Knowledge)	2
Design and Technology	Year 2	Robots	To use simple design criteria to help develop ideas.	2

Design and Technology	Year 2	Robots	To select tools and equipment suitable for the task and explain choices according to functional properties. (Make)	2
Design and Technology	Year 2	Robots	To evaluate own products against a design criteria.	2
Design and Technology	Year 2	Kites	To use my knowledge of existing products to help come up with ideas and communicate these (e.g. labelled drawings, templates, use of ICT). (Design)	2
Design and Technology	Year 2	Kites	To use a template to cut out fabric. (Technical Knowledge)	2
Design and Technology	Year 2	Kites	To begin to use simple sewing techniques (e.g. running stitch) to join fabric together. (Technical Knowledge)	2
Design and Technology	Year 2	Kites	To suggest why and how products could be improved. (Evaluate)	2
Design and Technology	Year 2	Instruments	To use knowledge of existing products to help come up with ideas and communicate these (e.g. labelled drawings, templates, use of ICT). (Design)	2
Design and Technology	Year 2	Instruments	To select from a range of materials and components, according to their characteristics. (Make)	2
Design and Technology	Year 2	Instruments	To suggest why and how products could be improved. (Evaluate)	2
Design and Technology	Year 3	Cooking and Nutrition	To cut, grate, peel, chop and slice a variety of ingredients safely, to prepare a dish (without a heat source).	3
Design and Technology	Year 3	Cooking and Nutrition	To identify whether food is grown, reared or caught, and in which country	3
Design and Technology	Year 3	Cooking and Nutrition	To explain how food is used to provide energy for an active lifestyle	3
Design and Technology	Year 3	Moving Pictures	To assemble materials and components with some accuracy. (Make)	3
Design and Technology	Year 3	Moving Pictures	To use levers and linkages or pneumatic systems to create movement. (Technical Knowledge)	3
Design and Technology	Year 3	Robot	To generate, develop and explain ideas for products to meet a range of needs. (Design)	3
Design and Technology	Year 3	Moving Pictures	To communicate design ideas in different ways (verbally, written, labelled diagram).	3
Design and Technology	Year 3	Structures	To put together a plan, detailing step and required equipment, tools and materials. (Design)	3
Design and Technology	Year 3	Purse	To understand how to securely join two pieces of fabric together using a range of techniques (e.g. Velcro). (Technical Knowledge)	3
Design and Technology	Year 3	Purse	To describe the purpose of a product and the audience it is intended for. (Design)	3
Design and Technology	Year 3	Purse	To select tools and equipment suitable for the task and explain choices according to functional properties. (Make)	3
Design and Technology	Year 3	Purse	To identify strengths and areas for development in own ideas and products. (Evaluate)	3
Design and Technology	Year 3	Boat	To develop a design criteria.	3
Design and Technology	Year 3	Boat	To use design criteria to evaluate own completed products. (Evaluate)	3
Design and Technology	Year 3	Moving Pictures	To identify strengths and areas for development in own ideas and products. (Evaluate)	3
Design and Technology	Year 3	Robot	To investigate and analyse how well existing products meet user needs and wants. (Evaluate)	3
Design and Technology	Year 3	Robot	To understand how key events and individuals in design and technology have helped shape the world. (Evaluate)	3
Design and Technology	Year 3	Robot	To select tools and equipment suitable for the task and explain choices according to functional properties. (Make)	3
Design and Technology	Year 3	Structures	To select tools and equipment suitable for the task and explain choices according to functional properties. (Make)	3
Design and Technology	Year 3	Structures	To identify strengths and areas for development in own ideas and products. (Evaluate)	3
Design and Technology	Year 3	Boat	To measure with some accuracy. (Make)	3
Design and Technology	Year 3	Structures	To develop knowledge of how to construct strong, stiff shell structures (e.g laminating, corrugating). (Technical Knowledge)	3
Design and Technology	Year 4	Cooking and Nutrition	To mix, spread and knead a range of ingredients.	4
Design and Technology	Year 4	Cooking and Nutrition	To explain what a balanced diet is and its benefits, and the risks of an unbalanced diet.	4
Design and Technology	Year 4	Cooking and Nutrition	To know how to use appropriate equipment and utensils to prepare and combine food.	4

Design and Technology	Year 4	Cooking and Nutrition	To know about a range of fresh and processed ingredients appropriate for a product, and whether they are grown, reared or caught.	4
Design and Technology	Year 4	Cam Toy	To generate, develop and model realistic ideas (e.g. through annotated sketches, basic prototypes, pattern pieces and computer-aided design). (Design)	4
Design and Technology	Year 4	Lunchboxes	To gather information to generate, develop and explain ideas for products to meet a range of needs (recognise specific purposes or users). (Design)	4
Design and Technology	Year 4	Hijab	To develop a design criteria and use this to inform ideas.	4
Design and Technology	Year 4	Hijab	To evaluate products against own design criteria and consider the views of others to make improvements.	4
Design and Technology	Year 4	Bridges	To study the work of designers and engineers who have developed ground-breaking products. (Evaluate)	4
Design and Technology	Year 4	Lunchboxes	To investigate and evaluate a range of products (e.g. design, techniques, sustainability).	4
Design and Technology	Year 4	Lunchboxes	To select and use tools and equipment suitable to the task, explaining choices in relation to the skills and techniques to be used (e.g. measure, mark out, score, shape). (Make)	4
Design and Technology	Year 4	Electrical Toy	To plan and order the main stages of making. (Design)	4
Design and Technology	Year 4	Electrical Toy	To assemble, join and combine materials and components with accuracy. (Make)	4
Design and Technology	Year 4	Electrical Toy	To critically evaluate my product.	4
Design and Technology	Year 4	Hijab	To measure and mark out materials and components with accuracy. (Make)	4
Design and Technology	Year 4	Cam Toy	To assemble, join and combine materials and components with accuracy. (Make)	4
Design and Technology	Year 4	Cam Toy	To explore the use of cam movement in my products. (Technical Knowledge)	4
Design and Technology	Year 4	Bridges	To make strong, stiff shell structures. (Technical Knowledge)	4
Design and Technology	Year 4	Bridges	To develop a design criteria and use this to inform ideas.	4
Design and Technology	Year 4	Bridges	To measure and mark out materials and components with accuracy. (Make)	4
Design and Technology	Year 4	Bridges	To evaluate products against own design criteria and consider the views of others to make improvements.	4
Design and Technology	Year 4	Lunchboxes	To develop and use knowledge of nets (cubes and cuboids). (Technical Knowledge)	4
Design and Technology	Year 4	Hijab	To understand how to securely join fabric together using a range of stitches. (Technical Knowledge)	4
Design and Technology	Year 4	Hijab	To understand the need for pattern pieces and seam allowances. (Technical Knowledge)	4
Design and Technology	Year 5	Banana Loaf	To understand about seasonality in relation to food products and the source of different food products.	5
Design and Technology	Year 5	Banana Loaf	To prepare and cook a sweet dish safely and hygienically including, where appropriate, using a heat source.	5
Design and Technology	Year 5	Banana Loaf	To understand a recipe can be adapted by adding/substituting ingredients.	5
Design and Technology	Year 5	Cheesecake	To prepare and cook a sweet dish safely and hygienically including, where appropriate, using a heat source.	5
Design and Technology	Year 5	Cheesecake	To use a range of cooking techniques confidently (peeling, chopping, slicing, grating, mixing, spreading, kneading and baking).	5
Design and Technology	Year 5	Stitched Image	To generate innovative ideas through research to develop a design brief and criteria (e.g. surveys, questionnaires, discussions). (Design)	5
Design and Technology	Year 5	Boats	To use annotated sketches to develop and communicate ideas. (Design)	5
Design and Technology	Year 5	Stitched Image	To investigate and analyse existing products, including how sustainable the materials in products are and how much it costs to make. (Evaluate)	5
Design and Technology	Year 5	Boats	To critically evaluate the quality of the design and manufacture of their product.	5
Design and Technology	Year 5	Moon Buggy	To critically evaluate the quality of the design and manufacture of their product.	5
Design and Technology	Year 5	Stitched Image	To accurately measure, mark out, cut and shape materials and components. (Make)	5
Design and Technology	Year 5	Boats	To use appropriate finishing techniques to strengthen and improve the appearance of their product. (Make)	5

Design and Technology	Year 5	Moon Buggy	To assemble, join and combine materials and components. (Make)	5
Design and Technology	Year 5	Moon Buggy	To produce suitable lists of tools, equipment/materials needed and explain choices. (Make)	5
Design and Technology	Year 5	Moon Buggy	To begin to use pulleys to create movement. (Technical Knowledge)	5
Design and Technology	Year 5	Boats	To understand how to reinforce and strengthen a 3D framework. (Technical Knowledge)	5
Design and Technology	Year 5	Stitched Image	To join materials through the use of buttons. (Technical Knowledge)	5
Design and Technology	Year 5	Moon Buggy	To explore and use electrical systems in products (e.g series circuits that incorporate switches, bulbs, buzzers and motors). (Technical Knowledge)	5
Design and Technology	Year 5	Moon Buggy	To use components to create a circuit, within a product. (Make)	5
Design and Technology	Year 6	Model Cities	To use research to develop a design specification for a range of functional products (e.g. surveys, interviews, questionnaires and web-based resources). Design	6
Design and Technology	Year 6	Model Cities	To investigate and analyse existing products, including what impact products have beyond their intended purpose. (Evaluate)	6
Design and Technology	Year 6	Model Cities	To discuss key inventors/designers/engineers/manufacturers and ground-breaking products. (Evaluate)	6
Design and Technology	Year 6	Model Cities	To apply understanding of computing to program, monitor and control products. (Technical Knowledge)	6
Design and Technology	Year 6	Garage	To model and refine design ideas by making prototypes. (Design)	6
Design and Technology	Year 6	Garage	To undertake thorough evaluations of existing products.	6
Design and Technology	Year 6	Garage	To create, follow and adapt detailed step-by-step plans. (Make)	6
Design and Technology	Year 6	Garage	To understand how gears and pulleys can be used to speed up, slow down or change the direction of movement. (Technical Knowledge)	6
Design and Technology	Year 6	Volcano	To use annotated sketches, cross-sectional planning and exploded diagrams to communicate ideas. (Design)	6
Design and Technology	Year 6	Volcano	To make design decisions, taking account of constraints such as time, resources and cost. (Design)	6
Design and Technology	Year 6	Volcano	To critically evaluate own ideas and products against original design specification.	6
Design and Technology	Year 6	Volcano	To use finishing and decorative techniques suitable for the product being designed and made, considering functionality and aesthetics. (Make)	6
Design and Technology	Year 6	Volcano	To accurately measure, mark out, cut and shape materials and components to make a complete product. (Make)	6