

National Curriculum Coverage



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KS2 National Curriculum Objectives Pupils should be taught		"That's All, Folks!'	'Lightning Speed'	'Mission Control'	'A World of Bright Ideas'	'Athens v Sparta'	'Law and Order'	'You're Not Invited'	'Wars of the World'	'Lindow Man'	'Viking Warrior'	'Fighting Footballer'	'True Crime'	'Rocky the Finosaur'	'May the Force Be With Ynu'	'Go With The Flow'	ʻln Your Element'	'Out and About'	'Saxon King'	'Pharaoh Queen'	'Time Team'	Under the Canopy'	'Picture Our Planet'	'Global Warning'	'Full of Beans'	'Come Fly With Me!'	'Cry Freedom'	'Come Fly With Me!'	'l Have a Dream'
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																												
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																												
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																												





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	understand how key events and individuals in design and technology have helped shape the world														
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														
Cooking and Nutrition	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														

