



**Curriculum *Subject* Coverage – Deerhurst and  
Apperley C of E Primary School - Subject Design  
Technology**

Year Group	AUT 1	AUT 2	SPR 1	SPR 2	SU 1	SU 2
EYFS	<p>Early Learning Goal - Understanding the world - technology</p> <p>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>					
Y1		<p>Designing Paddington Bear some new clothes</p>		<p>Technical knowledge</p>		<p>Cooking and Nutrition</p>
Y2		<p><b>Design</b> 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</p> <p><b>Make</b> Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing</p>		<p>Build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.</p>		<p>Use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from</p>



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		<p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p><b>Evaluate</b> Explore and evaluate a range of existing products □□evaluate their ideas and products against design criteria</p>				
Y3  Y4	<p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Electrical quiz game <b>Design</b> <b>Make</b> <b>Evaluate</b></p>		<p>Textiles- applique to tell a story</p> <p><b>Romulus and Remus</b> <b>Design</b> <b>Make</b> <b>Evaluate</b></p>			
Y5  Y6	<p>Shelters When designing and making, pupils should be taught to: Design Make Evaluate Technical knowledge:</p>	<p>VE Day Party Pupils should be taught to: Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p>			<p>Vehicles When designing and making, pupils should be taught to: Design Make Evaluate Technical knowledge: understand and use electrical systems in their products e.g. series</p>	



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	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>Task: to design, make and evaluate an Anderson shelter</p>	<p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</p> <p>Task: to prepare and cook a variety of dishes in preparation for a VE day party using only ingredients that would have been available at the time and following wartime recipes</p>			<p>circuits incorporating switches, bulbs, buzzers and motors</p> <p>Task: to design and make a space vehicle to explore the planet of your choice</p>
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