



Curriculum Subject Coverage – Deerhurst and Apperley C of E Primary School - Subject Design Technology 2017-18 F

| Year Group | AUT 1 | AUT 2 | SPR 1 | SPR 2 | SU 1 | SU 2 |
|------------|--|-------|--|-------|---|------|
| EYFS | <p style="text-align: center;">Early Learning Goal - Understanding the world - technology 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>Topic</p> <p>Design Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria</p> | | <p>Topic</p> <p>Technical knowledge</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>Topic</p> <p>Cooking and Nutrition</p> <p>Use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from</p> | |



Curriculum Subject Coverage – Deerhurst and Apperley C of E Primary School - Subject Design Technology 2017-18 F

| | | | |
|-----------|---|--|--|
| <p>Y2</p> | <p>Design 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>Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria</p> | <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.</p> <p>Cooking and Nutrition Use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from</p> <p>Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria</p> | <p>Make Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria</p> |
| <p>Y3</p> | <p>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Electrical quiz game</p> <p>Design Make Evaluate</p> | | <p>Textiles- applique to tell a story</p> <p>Romulus and Remus Design Make Evaluate</p> |



**Curriculum *Subject* Coverage – Deerhurst and
Apperley C of E Primary School - Subject Design
Technology 2017-18 F**

| | | | |
|------------------------------|--|--|---|
| <p>Y4 Y5 Y6</p> | <p>Textiles</p> <p><u>Textiles</u> When designing and making, pupils should be taught to:</p> <p>Design Make Evaluate</p> <p>Technical knowledge: understand and use electrical systems in their products e.g. series circuits incorporating switches, bulbs, buzzers and motors</p> <p>Task: to design and make a Christmas stocking for a WW2 evacuee</p> | | <p>Vehicles</p> <p>When designing and making, pupils should be taught to:</p> <p>Design Make Evaluate</p> <p>Technical knowledge: understand and use electrical systems in their products e.g. series 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> |
|------------------------------|--|--|---|