

Year 1	Term 1		Term 2		Term 3	
	Strand	Elements of strand addressed	Strand	Elements of strand addressed	Strand	Elements of strand addressed
	Paper toys & Fire engines		Windmills & Cooking		Butterfly feeders and Beach huts	
	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
	A3	critique, evaluate and test their ideas and products and the work of others	A3	critique, evaluate and test their ideas and products and the work of others	A3	critique, evaluate and test their ideas and products and the work of others
	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
	D2	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.
	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
	E2	evaluate their ideas and products against design criteria	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria
	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	M2	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	D2	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	E1	explore and evaluate a range of existing products	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
			E2	evaluate their ideas and products against design criteria	M2	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
			TK2	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products	E1	explore and evaluate a range of existing products
			A4	understand and apply the principles of nutrition and learn how to cook.	E2	evaluate their ideas and products against design criteria
			CN1	understand and apply the principles of a healthy and varied diet	TK1	build structures, exploring how they can be made stronger, stiffer and more stable
			CN2	prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	TK2	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Year 2	Term 1		Term 2		Term 3	
	Strand	Elements of strand addressed	Strand	Elements of strand addressed	Strand	Elements of strand addressed
	Cooking a WW2 meal		Sewing a bookmark		Construction of Baby Bear’s chair	
	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria	D1	design purposeful, functional, appealing products for themselves and other users based on design criteria
	D2	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	D2	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	D2	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	M1	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
	M2	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	M2	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	M2	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
	E2	evaluate their ideas and products against design criteria	E1	explore and evaluate a range of existing products	E1	explore and evaluate a range of existing products
	CN2	understand where food comes from.	E2	evaluate their ideas and products against design criteria	E2	evaluate their ideas and products against design criteria
	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	TK1	build structures, exploring how they can be made stronger, stiffer and more stable	TK1	build structures, exploring how they can be made stronger, stiffer and more stable
	A4	understand and apply the principles of nutrition and learn how to cook.	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
			WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.
			A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
			A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
			A3	critique, evaluate and test their ideas and products and the work of others	A3	critique, evaluate and test their ideas and products and the work of others

Year 3	Term 1		Term 2		Term 3	
	Strand	Elements of strand addressed	Strand	Elements of strand addressed	Strand	Elements of strand addressed
	Moving Monsters		Roman purses		Edible Garden	
	D1	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	D1	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	CN1	understand and apply the principles of a healthy and varied diet
	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	CN2	prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	CN3	understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
	M2	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	M2	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	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
	E1	investigate and analyse a range of existing products	E1	investigate and analyse a range of existing products	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.
	TK2	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	TK1	apply their understanding of how to strengthen, stiffen and reinforce more complex structures	A4	understand and apply the principles of nutrition and learn how to cook.
	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.		
	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.		
	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world		
	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users		
	A3	critique, evaluate and test their ideas and products and the work of others	A3	critique, evaluate and test their ideas and products and the work of others		

Year 5	Term 1		Term 2		Term 3	
	Strand	Elements of strand addressed	Strand	Elements of strand addressed	Strand	Elements of strand addressed
	Marble runs		Pittas and Greek salads		Worry monsters	
	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	D1	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	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
	M2	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	CN1	understand and apply the principles of a healthy and varied diet	M2	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
	D1	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	CN2	prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	D1	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
	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	WA1	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
	E1	investigate and analyse a range of existing products	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	E1	investigate and analyse a range of existing products
	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	A4	understand and apply the principles of nutrition and learn how to cook.	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	E3	understand how key events and individuals in design and technology have helped shape the world
	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.			WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world			WA2	To develop thinkers who can solve creative problems as individuals and members of a team.
	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users			A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
	A3	critique, evaluate and test their ideas and products and the work of others			A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
	TK1	apply their understanding of how to strengthen, stiffen and reinforce more complex structures			A3	critique, evaluate and test their ideas and products and the work of others

Year 6	Term 1		Term 2		Term 3	
	Strand	Elements of strand addressed	Strand	Elements of strand addressed	Strand	Elements of strand addressed
	Shelters		Cook a meal for four under £5		Fair Ground Ride	
	D1	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	CN1	understand and apply the principles of a healthy and varied diet	D1	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
	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	CN2	prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	D2	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	CN3	understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	M1	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
	M2	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	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.	M2	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
	E1	investigate and analyse a range of existing products	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.	E1	investigate and analyse a range of existing products
	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	A4	understand and apply the principles of nutrition and learn how to cook.	E2	evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
	E3	understand how key events and individuals in design and technology have helped shape the world			E3	understand how key events and individuals in design and technology have helped shape the world
	WA1	To foster enjoyment, purpose and a sense of pride in designing and making.			TK3	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
	WA2	To develop thinkers who can solve creative problems as individuals and members of a team.			WA1	To foster enjoyment, purpose and a sense of pride in designing and making.
	A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world			WA2	To develop thinkers who can solve creative problems as individuals and members of a team.
	A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users			A1	develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
	A3	critique, evaluate and test their ideas and products and the work of others			A2	Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
					A3	critique, evaluate and test their ideas and products and the work of others