

Year A Design and Technology KS2

Topic	Design	Structures	Mechanisms including electrical control (taught in Computing)	Materials including food
How Can I be Healthy	<p>Start to generate ideas, considering the purposes for which they are designing- link with Mathematics and Science</p> <p>Start to order the main stages of making a product. Identify a purpose and establish criteria for a successful product</p>	Consider the appropriate structure for their design		<p>Know how to measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and technique</p> <p>Know that a healthy diet is made up from a variety and balance of different food and drink, as depicted in 'The Eat well plate' (link to KS1)</p> <p>Know that to be active and healthy, food and drink are needed to provide energy for the body</p>
Stone Age to Iron Age				<p>Start to know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world.</p> <p>Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source</p>
Rainforests	<p>With growing confidence generate ideas for an item, considering its purpose and the user/s.</p> <p>Know to make drawings with labels when designing</p>	Understand how to create a strong structure		Understand how to use a variety of materials to create a planned effect

<p>The Roman invasion of Britain</p>	<p>Start to order the main stages of making a product. Identify a purpose and establish criteria for a successful product</p> <p>When planning, explain their choice of materials and components</p> <p>including function and aesthetics Confidently make labelled drawings from different views showing specific features</p>	<p>Select correct joins for structure and design</p>	<p>Revisit knowledge from KS1 about wheels and axles</p> <p>Learn about the 2 ways wheels and axels can work, introduce the idea of a chassis</p>	
<p>Modern Europe</p>				<p>Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source</p> <p>Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>
<p>Sports Tournaments (Children to pick focus sport from Hamilton planning)</p> <p>Athletics The Olympic Games Football Rugby Cricket</p>	<p>When planning, explain their choice of materials and components including function and aesthetics</p> <p>With growing confidence generate ideas for an item, considering its purpose and the user/s</p>	<p>Show and understanding of a range of structures and how to strengthen them</p>	<p>Incorporate at least one mechanism into their design; Pulley Lever Slider</p>	<p>Show and understanding of different materials and their uses to select the appropriate material for their design</p>

EVALUATION

Start to evaluate their product against original design criteria e.g. *how well it meets its intended purpose*
Evaluate their products carrying out appropriate tests