



<p><b>National Curriculum Subject Content</b>          pupils should be taught to:</p> <p><b>Design</b></p> <ul style="list-style-type: none"> <li>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 <b>11</b></li> <li>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design <b>12</b></li> </ul> <p><b>Make</b></p> <ul style="list-style-type: none"> <li>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately <b>13</b></li> <li>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 <b>14</b></li> </ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"> <li>investigate and analyse a range of existing products <b>15</b></li> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work <b>16</b></li> <li>understand how key events and individuals in design and technology have helped shape the world <b>17</b></li> </ul> <p><b>Technical knowledge</b></p> <ul style="list-style-type: none"> <li>apply their understanding of how to strengthen, stiffen and reinforce more complex structures <b>18</b></li> <li>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] <b>19</b></li> <li>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] <b>20</b></li> <li>apply their understanding of computing to program, monitor and control their products. <b>21</b></li> </ul> <p><b>Cooking and nutrition</b>          Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>understand and apply the principles of a healthy and varied diet</li> <li>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li> <li>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. <b>22</b></li> </ul>			
Year Group	<b>Skills Block</b>	<b>PUPPETS- WEAR WOLVES</b>	<b>THE GREAT BREAD BAKE OFF</b>
3	<p>Show that their design meets a range of requirements</p> <p>Put together a step-by-step plan which shows the order and also what equipment and tools they need</p> <p>Describe their design using an accurately labelled sketch and words</p> <p>Develop a realistic plan</p> <p>Explain what they changed which made their design even better</p> <p>Use equipment and tools accurately</p>	<p>Join textiles of different types in different ways</p> <p>Choose textiles both for their appearance and also qualities</p> <p>Use the most appropriate materials</p> <p>Work accurately to make cuts and holes</p> <p>Join materials</p> <p>Select the most appropriate tools and techniques to use for a given task</p> <p>Make a product which uses both electrical and mechanical components</p> <p>Use a simple circuit</p> <p>Use a number of components</p> <p>Use equipment and tools accurately</p>	<p>Choose the right ingredients for a product</p> <p>Use equipment safely</p> <p>Make sure that their product looks attractive</p> <p>Describe how their combined ingredients come together</p> <p>Grow plants such as cress and herbs from seed with the intention of using them for their food product?</p> <p>Select the most appropriate materials</p> <p>Use a range of techniques to shape and mould</p> <p>Use finishing techniques</p> <p>Use equipment and tools accurately</p>
4	<b>Skills Block</b>	<b>I CAN POP A PUPPET PAL</b>	<b>WILL MY CUPCAKE RISE?</b>
	<p>Come up with at least one idea about how to create their product</p> <p>Take account of the ideas of others when designing</p> <p>Produce a plan and explain it to others</p> <p>Show a good level of expertise when using a range of tools and equipment</p> <p>Think of how they will check if their design is successful</p> <p>Evaluate their product, thinking of both appearance and the way it works</p> <p>Take time to consider how they could have made their idea better</p>	<p>Come up with at least one idea about how to create their product</p> <p>Take account of the ideas of others when designing</p> <p>Produce a plan and explain it to others</p> <p>Suggest some improvements and say what was good and not so good about their original design</p> <p>Tell if their finished product is going to be good quality</p> <p>Show a good level of expertise when using a range of tools and equipment</p> <p>Work at their product even though their original idea might not have worked</p> <p>Add things to their circuits</p> <p>Alter their product after checking it</p> <p>Try out new and different ideas</p> <p>Measure carefully so as to make sure they have not made mistakes</p> <p>Attempt to make their product strong</p> <p>Think of how they will check if their design is successful</p> <p>Begin to explain how they can improve their original design</p> <p>Evaluate their product, thinking of both appearance and the way it works</p> <p>Take time to consider how they could have made their idea better</p> <p>Think what the user would want when choosing textiles</p> <p>Think about how to make their product strong</p> <p>Devise a template</p> <p>Explain how to join things in a different way</p>	<p>Come up with at least one idea about how to create their product</p> <p>Take account of the ideas of others when designing</p> <p>Produce a plan and explain it to others</p> <p>Suggest some improvements and say what was good and not so good about their original design</p> <p>Tell if their finished product is going to be good quality</p> <p>Show a good level of expertise when using a range of tools and equipment</p> <p>Work at their product even though their original idea might not have worked</p> <p>Use a range of advanced techniques to shape and mould</p> <p>Use finishing techniques, showing an awareness of audience</p> <p>Think of how they will check if their design is successful</p> <p>Begin to explain how they can improve their original design</p> <p>Evaluate their product, thinking of both appearance and the way it works</p> <p>Take time to consider how they could have made their idea better</p> <p>Know what to do to be hygienic and safe</p> <p>Think what they can do to present their product in an interesting way</p>

Developing, planning and communicating ideas	Working with tools, equipment, materials and components to make quality products	Evaluating processes and products	Cooking and nutrition	Textiles	Electrical and mechanical components	Stiff and flexible sheet materials	Mouldable materials
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